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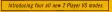








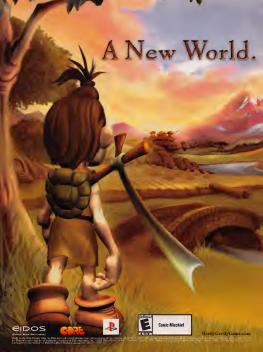


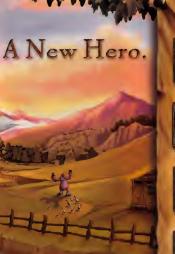












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grace a console, and it's got depth to matel

HERDY GERDY

February 2002



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Bridging the Generations

Okay, so communicating with your elders at home everyday can be a challenge. But you'd be surprised at how easy it is to lend a helping hand at your local retirement community or senior



one in your household. Volunteering your time to the elderly can be mutually beneficial: The seniors will appreciate your help and enjoy your youthful energy. while you can learn interesting personal histories and gain an appreci-

ation for life.















TRIPLE H

ADMINISTERS PAIN WITH HIS SIGNATURE PEDIGREE MOVE.



Vol. II W SMACKDOWN! NEWS

Where Anything's Possible











OLD FRIENDS NO MORE. *****



















FEATURES

44 Enter the Dragon Ball Z

No fans in the world are more avid then Dropon Boll Z fans. Now Infogrames is preparing to bring this epic tale of martial arts, alien machinetions, and the power of the mysterious Dragon Balls to the Game Roy Advance and home console systems!









PROSTRATEGY SECTION

PROSTRATEGY G

Return to Castle Wolfenstein (PO Nasi's are evil but Nasi zombies are the worst! This issue, NetPro provides you with a field manual for multiplayer combat tactics in this World War III variant.

- Final Fantasy X (PlayStation 2) Role-Player's Realm helps you solve the mysteries of Final Fantasy X with a ProStrategy Guide that reveals how to make certain monsters yield important items and other elements that you can use to create an awesome weapon or build your defenses.
- 130 Metal Gear Solid 2 (PlayStation 2) Metal Gear Solid 2 trips you, traps you, and otherwise
 - disrupts your best-laid commando plans. This guide will show you how to beat 18 tough areas and teach you a few secrets along the way.

EDGE

Super Smash Bros. Melee (GameCube) In this Fighter's Edge, you'll learn the basics you need to bresk into the Melce. Plus, you'll get tips on how

to unlock all II hidden fighters and II secret stages.

CODE VALUET

All secrets will be revealed by these codes for Tony Hawk's Pro-Sizzer 3 (PS2, GameCube, PlayStation), Star Wars Rosue Leader Rosue Squadron H (GameCube), NFL Fever 2002 (Xbox), Cel Damere (Xbox), Wave Race: Blue Storm (GameCube), and more! Game Finder

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SSX Tricky

Cover art courtesy of Infogrames



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WITH CARRYING CASE TO PROTECT YOUR SEST CAME PLAY. BOTH AVAILABLE NOW FOR GAMEOUSE.



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Medal of Honor: Allied Assault emerges victorious. But the challenge 69 continues with Command & Conquer: Renegade and Warcraft III: Relan of Chaos.

GAME BDY ADVANCES



Sonic Advance and Tekken Advance fortify the GBA lineup. But Rogue

are just around the corner.

Spear, Sabre Wolf, and Korami's Collector's Sonies: Arcade Advanced

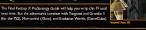
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Sports rule with NBA 2K2 (PS2), NBA Courtside 2002 (GameCube), NBA Inside Drive 2002 (Xbox), NBA Street (GameCube), High Heat MLB 2003 (PS2), and Triple Play 2002 (PS2, Xbox).



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What's On

Games Go to GameProteom for reviews

Xbox, PlayStation, PC, and more different GamePro everyday

This Month · Genma Onimusha (Xbox)

· Herdy Gerdy (PS2) · Sonic Advance (GBA) · Eternal Darkness (GameCube)

Entertainment

released movies: comics, anima

This Month Movies-The Count of Movies-Rollerball

Anime -- Love Hino Movies-Colleteral Domove





We've been hard at work in the off-season improving our game. The payoff - High Heat™ Major League Baseball® 2003 is a quantum leap forward in graphics and animation. Player movement looks fluid and life-like. There are seven new gamenlay modes and highly realistic audio. And we were already rated the #1 baseball videogame by numerous sources, including GamePro and the Official PlayStation Magazine.

- * Newly enriched audio with hecklers, vendors and dynamic stadium announcers.
- * New gameplay modes include Home Run Derby", Fantasy Braft, Batting Practice. Stand Alone Playoffs, Create A Player, Player Editor and Two On Two Showdown TM.
- * New action includes a superjump at the wall to snag homers, and tons of player celebrations and frustrations.





PlayStation 2 GAMEBOYADVANCE





than last year.







"High Heat (PS2) has risen above and is now the best baseball game on the market." - Official FlayStation Magazine May 2001

> "High Heat Hits Grand Slamwith PS2 Debut." - ComeFro May 2001

> > REAL BASEBALL. cares the action at, www.highheat.com







Hello, Dragon Ball...

Golou... Goltan ... Massire Roshi ... Frieza...Vegeta...oh yesh, you know

what we're taking about this issue-Dreson Boll Zi The year 2002 is starting off in fine fashion with D&Z finally respective ing as a video game thanks to Infogrames, Webfoot Technologies, and Screaming Games, The cost tale of Golar, the marauding Salyan warriors om outer space, and the powerful Dragon Balls has a farastical following the world over thinks to the Japanese manya comics, the arrime cartoon series, and the television shows. You may even be hardcore enough to have tracked down the old Plactorion same or some rare imports. Swing on over to this issue's cover feature for an exclusive look at Dragon Rall Z. The Legacy of Goku and Dragon Ball Z: Collectible Card Game for the GBA, and the latest info on upcoming rames for the home console systems.

Of course, there's more than that going on in this issue. For instance even if you don't know Drogon Boff Z you definitely know Sonic the Hedrehog Sonic is going on a major tea in Sonic Adventure 2 Battle for the GameCube and Sonic Advance for the GBA, so see how he fares in the

Sonic is riding with Nincendo because Sega's Dreamcast is saying "keyorara" We take some time out to bid farewell to the Little-System-That-Almost-Did in ProNews. The bur Dreamcast has rolled off the assembly lines...and you just mishe be lucky enough to win it here! Check out our April issue for details The new year is off and running.

Look to GentePro in 2002 for the scope on the latest video game info... from A to DBZ



HEAD HEAD

Solid Snake: Traitor?

Please tell me I'm seeing things. Please tell me this is just a horrible rumor. Metal Gear on the Xbox? If this is true, how could Mr. Koiima betray his loval Metal Gear fans I was under the impression Metal Gear was exclusive to the PlayStation 2. Metal Gear must not turn to the dark side! Turn eway from the dark side, Mr. Kolima!

► Andrew Marking-Via Internet

Maybe you missed the news story on page 36 of our December 2000 issuethe one with the heading "New Metal Gear Solid on Xbox." At the time Konami was promising Metal Gear Solid X for the Xbox bunch (alone with Xhox versions of Crash Bandiroot Jurassic Park, and Silent Hill-

only one of which has materialized so far), but since that announcement, the company has been energly quiet on the topic. Yes, MGS2 is a PS2 exclusive, but not necessarily forever; after the contractual period of exclusivity expires, Korami can bring it out on other platforms if it chooses. Besides, this type of "exclusive for a while" thing has been done before, such as with the PC version of the Nintendo 64-only Star Wars Rosue Soundron.

But "dark side"? Please. There's more than one console out there, and by your logic, Metal Gear should have never left the NES so as not to "betray the loyal fors," If you really love Metal Gear and want it to thrive, how about sharing your toys with the other kids?

Exclusively Evil

I hope I get a response for this because the very thought scares me. Is Resident Evil director Shinii Mikami making the new RE games for only the GameCube? If so, why? I mean, it's the GameCube! I am a very loyal fan to Resident Evil, but I don't want to spend \$199 for the crappy 'Cube just to play my favorite series. Will Resident Evil 4 be made for the PlayStation 2? I hope so.

► Chris Weide-Hannibal, MO Boy, this I-hateconsoles-thatarren't-mine thing is going around. isn't it? Yes, new RE games are coming out, and

Capcom has sizned a deal to make them exclusive to the GameCube, Resident Evil Zero and Resident Evil 4 are both on tap for Nintendo's newest

system and no other. Now that all the machines are capable of excellent graphics, it comes down to the strength of exclusive titles, and the game publishers

know that. You know what's even scarper? Your letter arrived before the GameCube even launched, meaning you passed judgement on the system before even trying the thing. Frightening indeed.

"A" is for Atari, "B" Is for Back

Hey! I've been leafing through your latest mag, and I came across a few ads for the Xbox. To my surprise, the Atari logo was popoing up in them in place of the letter "A" Is Bill Gates planning on reviving Atarl? I thought Hasbro still had the rights to the Atari nama...or is this just a ploy to tug at the strings of vet gamers? ► Moga501-Via Internet

You're right-Hasbro did buy the Atari name and loso, inforrames then bought Hashro, so A = B = see how this works? It's Infogrames that's reviving the brand, and you'll see it on more than just retro releases like Hasbro's Pong and Cenopede updates, Now TransWorld Surf is an Atari game, Good to see the old Full symbol around again, huh?



A Search for Meaning... And Zombles

There have been three questions that I desperately need answers to: Is Sega going to make a TooJam & Earl gama for the Dreamcast? When does the Resident Evil movie come out? What does the name "Sega" stand for?

► Urish Greer-Madisonville, KY That barely avoided becoming a list, so here are the answers: TI&E will return to the same scene as an

Xbox title in mid- to late-2002, No Dreamcast. though, sorry. The Resident Evil movie, which is being written and directed by Mortal Kambot director Paul Anderson, should be out this summer. And finally, Sega stands for Service Games-it's not a Japanese word at all as many people assume. The company was set up in Japan by Americans in 1952. providing slot machines, julieboxes, and pinball machines to U.S. military servicemen stationed there, hence the name. See? You learn something new every day.



HEAD2HEAD

Sleeper Hold

In the descriptions of the areas from Super Smash Bros. Melee (page 112, Dacember 2001), you referred to Earthbound as a "SNES sleeper." Now this sounds like smack-talk to me. Were you calling it a boring game, or is this some sort of term you use for old games? And where's the sequel for Earthbound anyway-Mother 3, or whatever it was supposed to be called? Don't tell me it went down the drain with the 64DD disk drive or whatever that was I really hope Nintendo has plans to release some sort of Earthbound same for the 'Cube because that would turn me on to buying the new system.

► Bryan Childers-Collevville, TX On one thing you can always depend: No matter how innocent or innocuous a comment may be, someone will take it the wrong way, (By the way, please don't misinterpret the word "innocuous" as some sort of wend insult, either.) A "sleeper" hit is something that was successful or popular but didn't enjoy the full-blown hone of a major release-no big advertising campaigns, no huge hype shead of time. It came out, was a quality game, and found a decent-sized audience while still keeping a low profile. Mother is the name for the Earthbound series in lagan, and the sequel was indeed supposed to come out for the Nintendo 64's disk drive system, which never came out in the U.S. As for future plans? Well, it's good to see Ness in Super Smash Bros. Melee, but Nintendo hasn't announced anything beyond

A Cry for Help

that fust yet.

My friend and I were arguing about who goes faster, Sonic or Shadow. I told him that they run at about the same speed. He told me Shadow goes faster, I told him, and I quote, "Yeah, but Sonic reaches his max speed faster than Shadow," He said, "No! As a

two seconds faster" I would also like to know why in your July 2001 Issus (page 93) you suggest using Shadow for a kart race as ha has the exact same racing state as Sonic, I mean, what's up with that? I don't have a problem with Shadow or anything. It's just that Sonic deserves some respect because he's been around longer and it's his gams. I mean, don't get me wrong, Shadow's cool toobut who's faster?

► Canaan Watts-Stockton, CA Holy cow, do you guys need a life.

OopsPro

by Black Isla Studios, Nope, It's Town mitted and











matter of fact. Shadow reaches his fastest speed ot a strange urge to communicate with the Gamelro editors? E-mail them at "editor's name"(§ gamepro.com! four-eved dragon melektro

Tell Us What You Think! This is your magazine, so tell us what you'd like to see in it. Send your letters for

GamePro magazine Dear Editor P. O. Box 193709 San Francisco, CA 94II9-3709 We cannot publish all letters and e-mail messages, and we cannot send personal replies to all your letters or e-mail (though we try).

22











Available March 2002 Sneak Preview at gauntletdarklegacy.com











-/



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Nintendo GameCube and PlayStation 2.



Beautiful Bond Girls



State-of-the-art Gadgets

Four Person Multi-player Support











BY THE WATCH DOG

Well, the Xbox and the GameCube have launched, and though the Watch Doy is easerly awaiting the usual flood of complaints and problems that accompany the arrival of new consoles, he secretly hopes that he won't receive as many as he did for the PlayStation 2. For now, he gives the skinny on the potential physical hazards of playing video games and more.

 I was playing Fuzion Frenzy on the Xbox for about 20 minutes, and when I stopped sharp pains shot up from my left wrist through my arm. They went away after a day, but now I'm afraid to play with my new Xbox. Is there something that will keep my wrist from hurting

CARLA TRUITT-

ONTARIO, N.Y.

We've received a few letters from people who have expenenced pain or discomfort while playing games, and it's an increasingly important subject that gamers. especially younger players, should be aware of. When you are playing video games, you are engazing in repetitive actions for extended periods of time, which puts stress on your muscles and tendors. This is unavoidable, but you can minimize

this stress by taking procautions while playing games.

First of all, use a controller that fits comfortably in your hands and minimizes awkward positioning of your wrists and fingers. Everybody has different sized and shaped hands, and because of that, no controller is going to be equally comfortable for everyone. People with small hands are more likely to find the Xbox controller cumbersome than people with larger hands, whereas the opposite would spaly to the Game Boy Advance. If the controller thet's included with your console is causing you discomfort, you should purchase a third-party controller that is more ergonomically correct and suited for your hand shape.

When playing games, seat yourself in a comfortable position with your back firmly supported and your upper arms relaxed at your sides. Always keep your wrists straight and avoid bending them or resting them on surfaces while playing. Also, take frequent brooks (at least every 10 to 15 minutes), and rest and/or stretch your arms and hands during cut-scenes, replays, and pauses. Keep your hands reloced while playing-don't grip the controller too tight and lightly press the controller buttons. It's also very important to eat well, set adequate rest, and regularly exercise for strength and flexibility

While it is normal to experience occasional discomfort in your hands, arms, shoulders, or neck while playing games, repeated use of game controllers may be linked to musculoskeletal disorders (MSDs), such as carpel tunnel syndrome, tendonity, and

> are experiencing persistent pain. throbbing, aching, tingling, numbness, or stiffness it may be a sign of an MSD and should

> > be taken very seriously.

especially if the problem persists when you're not playing games. You should promptly see a qualified health professional if you are experiencing any of these symptoms. A musculoskeletal disorder is nothing to ignore because it can lead to permanent disphilties. If the pain you describe lasted a day and was acute enough to make you fearful about obving with your Xbox. I would see a physician as some as notsible. Does this mean that if you have an MSD or similar ailment that you'll have to play video games less or no video games at al? Well. that is always a possibility, and though it may suck, causing irreparable damage to your body is a far

I have a question about flat screen TVs. I heard they were really bed and even worse when used to pky video games. I was wondering if you know somebody with a problem like this or, even better, if you know from personal experience. Thanks for your time! HAWK SKATER-VIA INTERNET

worse fitte.

Well, it depends on what specifically wou're referring to when you say "fast somen TVs." Front and rear projection TVs are easily dampered when yiden comes are placed on them. According to GamePro's resident consumer electronics expert, Tokyo Drifter, video games are likely to damage 99 percent of projection TVs. The most prevalent problem is burn-in. If you pause the same, or if the same you are playing has health bars, stationary scenes, or other images that stay in a fixed position while you play, the image sets burned into the TV screen permanently.

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It is also highly likely that playing video games on a projection TV can damage the projector unit itself

If you're referring to a flat screen tube television, you can rest assured that these TVs have no more problems than a normal tube television other similar conditions. If you though burn-in can occur if you have a game paused for too long.

> I have an HDTV (High Definition Trievesion) and plan on buying a GameCube at bunch. I was wondering if the Nintendo Game-Cube supports HDTV?

NEIL BROADRICK-VIA INTERNET

According to Nintendo's Web site: "The main difference between HDTVs and standard TVs is the number of lines of resolution they use to display the TV image. While standard TV: display 480 lines. HDTVs are able to display 720 or 1080 lines of resolution if the HDTV is receivine a high definition signal. For populieh definition signals, the HDTV will display the TV image with the standard 480 lines. While the Nintendo Game Cube will work with HDTVs, the Nintendo Game-Cube does not provide a high definition serral. As such the same imore will display in the standard 480 lines of resolution on an HDTV. The Nintendo GameCube does, however, have the ability to enhance the game image with the use of the Nintendo GameCube Component Video Cable By using this cable, the Nintendo GameCube can provide both a component video signal and a progressive scan signal."

The Watch Dog adds: Some HDTV models also have features that enable you to enhance the standard video statel. If you own an HDTV, you'll went to consult your owner's manual to find our if your HDTV can do this

YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, Microsoft, or Sees? Here are the distorner service numbers to call: Sony: 800/345-7669

Nintendo: 800/255-3700 Microsoft: 800/469-9269 Seea: 800/872-7342

got chocolate milk?

CONSO MUN

Sony, Microsoft, and Nintendo all claim the crown-but who really owns it? Purk a console any console. Millions of ramers did-and that's when the fations began

Reliable sales data was difficult to obtain shortly after the November launches of Nintendo's GameCube and Microsoft's Xbox: both companies claimed superiority in press releases and spun the numbers in their favor, only to be joined by Sony tooding its own from before long. Shorely after GamePro's previous issue went to press, clarifications and independent data appeared that all but multified the February issue's ProNews story on the launch.

As press time, independent analysis confirmed what most people had previously predicted: In the sales war between the Xbox and the GomeCube, the womer was the PS2. According to NPD sales figures, Sony sold 1.4 million PS2s

by December 8 and another 100,000 in the 10 days that followed, despite the solashy launches of the GameCube and Xbox, Since the PlayStation 2 had a bigger brand awareness, more supplies on store shelves, and a headstart on the competition, its leadership position matched pretty much everyone's expectations

However, Microsoft wasn't for behind with approximately 934,000 Xbox consolus sold through by early December. According to Microsoft, the company managed to ship 1.1 million machines to North American retailers in last three weaks. The company's high-end projections to ship I.S million machines by year's end looked likely at press time. Based on NPD data, Halo was the system's top-selling

piece of software; an average of 2.4 games were purchased with each new Xbox Despite having the lowest-priced console of the bunch. Nintendo was traffing in terms of units sold, with just 615,000 GameCubes sold through by the first week of December and approximately 800,000 total self-through by the middle of the month. Luigi's Mansion was the biggest seller for the GemeCube; Nintendo said that it was

the company's bissest-selling launch side ever. Nintendo had already shipped 1.1 million consoles at press time and was expected to deliver about 200,000 more to store shelves before December 31.

DOA3 Append Disch

Lieberman's 2002 Report Card

ratings were prosed in the south annual

SEGA SHIPS THE "DREAMLAS"

While the other three companies forged shead for console supremacy this fall, Sega gracefully accepted defeat. The company's final 128-bit Desamost was produced in the fell, and the last machines shipped to North American retailers on November 23, 2001. For many Segs employees, it was a bittersweet goodbye and time to reflect on some of the bold, creative risks the mechine took. Over its three-wear lifespan, the Dreamcast has been credited with many

firsts, including the first same console to feature a built-in modern; Seaman, the first console game to use voice recog nation technology; NFL 2K I, the first online console game, and Phantasy Star Online, the first global console RPG. In late November, when Segs dropped the Dresmost price to \$49, there were only about 270,000 consoles left at retail and they were selling hyblide by Morrh 31, 2002, the final richal install hase for the console will be 10 million with a library of well over 400

games worldwide-24S in America alone. When Segn President and COO Peter Moore was asked how he would like ramers to remember the Dresmost, he said, "as an incredible system that blazed the trail and made an indelible mark in the industry that was either too early for consumers or

too bee for Sera!



SONY, MICROSOFT TEASE ONLINE PLANS Most will agree that the future of console suming is online. When that future will actually arrive remains to be seen now that the December is no longer active, gamers are left to the hone and dreams of both Sony and Microsoft

In mud-December, Sony announced a partnership with NTT Communications as well as Yahoo Japan and Softbank to brine broadband internet access and content to the Pla-Suston 2 in laten. These deals torsed Sony's earlier alliance with AOL Time Warner, announced in May. Sony's PS2 plans include not only online garning but also web browsing digital music, online financial information, and streaming video. The services are expected to kick off in Japan in April with the American plans to be associated sometime during 2002; at press time, the PS2 Network Adapter, which will

include ports for Ethernet and telephone-based S6K modern connections, had not been released in either territory. Not to be outdone. Microsoft promised that gamers could expect online gaming on the Xbox within six months of the console's burch. For the United States, that out at about April: in Japan, at's more like Aurust. Microsoft has announced as own NTT partnership in Japan, but no American deals have been announced.



coon. MERN. FUIN

Become, vour own vorst enem

or years you ought against this dean, now fight as one, or the first time, assume he role of a Zeon and take outrol of an elite mobile suit sam. Set in the One Year War, team. Sit in the One Year War, beattle against the Earth Federation for independence and control of Earth corritories. Control up to three attack teams per mission and decise superior strategies against Earth Federation troops. As the Federation, with their superior numbers, launches a massive counter strike on Zoon controlled territories, about Survey or see and fire all that show Gundam, once and for all, that Zeon won't go down without a fight!

Hail Zeon! giant Mobile Sults of the Gundam a wad-based action of Rainbow 6.

PRY BRCH.







PlayStation 2





GAMEPRO LABS

Nuwaye Video Game Enhancer Rating: 4.0

You might be that a \$40 doohloke can improve the graphics of

sust about every console game you own, but the Video Game Enhancer kinds can Similar to a signal amplifier but a bit more advanced, the VGE remaps

the video samel, tweaking your color balance and black level to produce better contrast and less mushy dark colors without washing out the picture. The difference is immediately obvious (try it with Twisted Metal: Black), but some will just see it and say "It looks brighter-so!" However, if you want to get rid of some of the grime in your sames, the VGE sure can't hurt-Don Flekton Price: \$39.95. Contact: Nuwave, 973/882-8810.

SNEAK PEEK: EA'S LORD OF THE RINGS Electronic Arts scored big by landing the Tigense to the Horry Potter franchise, now it's read show a bit of what fare can expect from that other has diseasely fantasy evoperty. The Lord of the Rings. EA's first LOTR game will be a third-person. action/adventure game starring Aragom with lots of interaction with other characters from the books and movies. Gamers can expect mission-based nameplay in 3D environments that closely parallel scenes from the films, along with a combat system that values strategy as well as strength. (it should be noted that EA has the movie LOTR. license, while Vivendi Universal snagged the interactive rights to the books.) The as-yet-unnamed game is just one of several multi-

Best-Selling Video Game Titles: November 2001

Grand Theft Auto III	Plackation 2	Rodestar
	GarreCube	Nistendo

olice lineup. What exactly is

relogers, developers

ber Aragons will

ellowhip mem

the first game is due to be released in conjunction with the second Above is a exampled of the Ballet's Tomb movie sat from The full works of the flins: below, EA's distail re-creation movie of New Line's trillogy in fall of 2002.

platform titles being obnined by EA:

ar D-Pad: In DBE, when Bardock

envisions the future, why does it

how Goku buttling Frouza's 1st form when in reality Goku only

fought France in his 4th form?"

HIDDEN CHARACTERS "Nothing in Dot-Common"

en Revolver Ocelot gets Liquid Snake's arm grafted onto his body, how come he also inherits his voice? It's just an ami"

"Also, why did Shigers Miyamoto sld GameCabe by making Link look all carte

GAMEPRO HARCH 2002













PlayStation-2

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DEBOUX ALLEM SPECIES, CAPTURE IT HIS DESERVING AND
CO-SETTEM LIBRORY TO AN OUT TO SERVINGE.

BLENDT. THE WHELE WOLLD











RETURN TO CASTLE

Be all that you can be in multiplayer Wolf games with this ProStrategy Guide. By D Pad Destroyer

ETURN TO CASTLE Wolfenstein's multiplayer mode features four distinct classes: the soldier, the engineer, the medic, and the lieutenant. This guide is a primer to help you choose and use your classes effectively. The first thing to consider when choosing classes is the size of your team; this guide is written mostly for small, three- to fiveman teams in which class balance is essential. The classes will have different goals depending on whether they're attacking or defending the objectives, and you'll get hints as to how they yarv

real soldier-wields a messive instrument of descrution. The minigum is a givest clinic. The filmenthrower in mostly a psychological descrivent. If does a lot of faminge and looks cool, but it has a short range and is hard to use in a flast-paced gime. If you don't like your dense weepon, don't feet the soldier can drop his weepon and pick up any guns he finds lying round.

Lock 'n Load



The sodier is the workhorse of the team. He is the only class who can equip D-Pad's personal favorite, the Muscer sniper rifle, as well as heavy weapons like the minigun, reclet buncher, and fametirower. The idea behind the soldier is to get in there and shoot and shoot and shoot.



wempon since it weighs you down, and mobility is key for attacking teams. Always be ready to switch weapons; when that Venom becomes occolete, grab a dropped Thompson and forge onward.



it you're going to choose the Thomp son, MP-40, or Sten, you might as well be a lisuterant or medic. No. a gaywing march 2002



and miniguns, depending on where CONTINUED |

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Ultimate Surf Action, they are 20 of the world severed breals with 10 of the world's housest surface. From ficultypool to Plantings to Humingston, use the mores that made guys like 10 glarrow, Arrly from and Sharine Dourse influence to put of of muselve are, Salaring situations and humbereds of other mind-cumbing tacks. Immosey quested in an ordices set of wises that to load not feel like the med Bring. And memorities the photographiers who might put you on the ingram care of Basestokes Side.















they're shooting from. Some levels have perfect perches for snipers, while others have tight corridors and clearings that a minigun soldier for defending objectives because it can easily cover a wide area. Just be sure you have lieutenant support or

the minigun will roar through ammo Needs More 'Splosio The engineer is an essential class.

especially for the attacking team. You simply can't win without the ability to destroy certain targets. The engineer excess at this with the unique ability to place, arm, and defuse dynamics. Not only that, but the engineer can also repair damaged incurred purs. making him valuable for the defending

team as well



lurely essential for destroying only the main objectives. In fact, on many levels, the orgineer is almost a wasted choice for defending teams because he can't get to the dynamite in time. to defuse it. If your team needs another class, get in there, do your engineer job, and switch classes to something else.



If you persevere beyond the main objectives, you'll be in control of a master of destruction and maybem Engineers have infinite dynamice and can set it wherever they want.

Major Mike particularly enjoys setting dynamice atop ladders, around corners, and on top of collectable objectives-when you see the pulsing red light that denotes armed explosives, you're not likely to risk running by and getting blown up. This can disquade enemies from passing through an area or

give them that moment of oube it takes for a teammate to snipe them from afar. A skilful engineer need never run out of corwen-

tional ammo; the dynamite is all he needs. Monster M*R*S*H

"Someone's gotta be the cleric." His is a vital role, especially for defenders. He needs to learn all the shortcuts and tricks to each level so he knows where to be when the bullets start to fly, le's not as glamorous as the soldier's life, but

it's important.



RETURN TO CAST

Arryone who plass Wolf MP km that medics can hand out health cks (in fact, they're the only source of health in Wolf MP) and revive teammates before they pass on forover, but fow realize that simply have ing a medic enables all of his team to ld IIO health points, rather than the used 100. The medic also reven erates his own health automatically. making him a rather hardy warrior if given a chance to rest



In small attacking teams, the medic isn't completely essential. Attackers need engineers and soldiers much more than they need a medic since short respons times mean very licite need for reviving fallen comrades. Defenders, on the other hand, will find a medic invaluable, especially for guarding objectives. Since medics regenerate and can heal themselves, they make great guardians, particubrly if there's a lieutenant arriand. As long as there's a chance to rest in between skirmishes, the medic can essentially be invincible

those who like to do it all. The other classes love them for their ability to dispense ammo like the mode gives out health, but that's far from all they can do. Lieutenants are great camp-busters because they have a direct line to HO, enabling them to call in air strikes and artillery attacks. Can't get into the clearing where the objective is? Call down an air strike and run in while

the enemy is scattered. Artiflery

The lieutenant is a fun class for

trikes are good for massive deuction in the case of an uphill firefight, the strikes help clear out a large area and enable you to clean up wher's left.

ISTEIN



Lieutenants are vital for the defend ing team, especially when you have someone assigned to protect essential targets. They can run in and reequip the term with ease, enabling the defender to remain in place and keep an eye out for incruders. The feutenant needs to know which soldier has what weapon and where so he knows to whom to run when things get heiry. Never underestimate the Feuterent's other abilities, thought the soldier may be able to shoot fire and launch rockets, but liquechants can repolin entire arross if they play their cards right

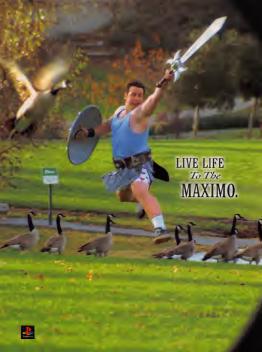




Wolf MP is the ability to play multi ple classes effectively so you can change class mid-game if your side comes up short. Hopefully, this guide has given you a basic idea of whot each class is good at, and you can take your training from here. See you on the battlefield!



Eat Pizza Get Points Log On Bid or Buy Stuff









You're feeling pretty fly, hero. You're just killed hordes of the evil undead, kicked the butt of your gitffriend-stealing former bost friend, rescued some Sorceress-hotties and saved the kingdom. You've sorung into the public eve as the star of the next evic adventure from Cascondard.







Maximo places you in the heart-print boxer shorts of the noble knight.

Maximo - hero, warrior, and all around great guy. Go medieval for hours on 20 luage levels.

Can a knight save the day! When you're living life to the Maximo, anything's possible.







PlayStation。2

CONFORM OF UTO SECTIONATION U.S.A., BITS SOOK, MIX REPORTS GROWNER, CANCEN AND SECTIONAL OR CONTROL OF CONTROL OT CONTROL OF CONTROL OF CONTROL OF CONTROL OF CONTROL OF CONTROL









Now, FORCE powered.



The Force is with you ask you could have the could plike of the new Joed staffighter— science from Join Pierre Episode II. Take control of a time half series and use your Force powers of lightning, Julia, John Schockway in more than 15 increase incovance Join more than 15 increase incovance Join mode. And experience awayone flight nation cooling a Jedi can, feel the powersal two yieldist highlicecome.



enemies are fourth. There's an emphasis on dramatic hand-tohand battles, so funcastic moves, mertial arts combinations, and alien super powers bring intensity to this already colorfully would

and highly engrossing animation.

Playing With a Full Deck

Determining that fans wanted to feel more anvolved with each character, Score produced a unique card game based on the cartoon series. Its following has grown as big as the cartoon; so big, in fact, that it rivals the Pokemon and the Mago: The Gathering card games. Recogniting this popularity, Infogrames chase to make one of its two initial Game Boy Advance games a Drogon Bolf Z card game.





Officially named Dragon Ball Z: Collectible Card Game and scheduled for a lune release, this GBA cart will be almost identical to the paper version. "The guys playing the card game will get the same experience with the GBA version," says Enc Stein, President of Screaming Games, developer of the Game Boy Advance variants The latest, most up-to-date rules straight from judges who parpropage in the DBZ card game tournaments will be in the game." Thus, the gamepley will be straightforward. Two players will face off, each choosing a DBZ persona and a deck of cards that best fits that character. Using the cards that you draw, you'll have to thwart your occonent with a combination of cristies.

attacks, and defense. There will be three ways to war survive until all of your opponent's cards run out; have all seven Dragon Ball or all seven Namek Dragon Boll cards in play in front of you or retain the highest number of personality points after a fight, it may sound easy, but with so many ways to customize card decks and the luck of the draw, every some will be different Naturally, this DRZ game will contain bountful amounts of

playing cards to win and collect. "There are a few hundred distinct card types, but your collection can be in the thousands," explains Stein, Each time you win, you'll requive booster packs to add to your collection. Veturan card players will recognize the types of boosters used in the rame: Frieza, Sevan, Trunks, Android, and the personality cards from Cell

But besides the expected similarity to the card game, CCG will also contain a few surprises. Exclusive GBA booster cards called Anthology will be in the mor, which will power up your characters to produce more memorable battles. The artwork for each card will be redesigned, too. Stein promises that the artwork will be completely faithful to the DBZ look, acone that all the designs will be done by the internal development team members, who

are also fervent Drogon Boll Z fans. Looking sheed, players shouldn't worry about getting bored with the Collectible Card Game, According to Stein, "We're hopens that we will in fact be releasing additional titles later that



While the Collectible Card Game should have a ready-made audience. Informes' other D&Z same for the GBA will actually appear in May. Dragon Ball Z: The Legacy of Gola will be a roleplaying game and fighting game moved into one. Unfortunately









A Monkey's Tail

So what's up with Goku's tail (or lack of one in Drogon Boll Z)? Fans know it's part of Goku's heritage and the original source of much of his power. But did you know that Akura Tornama's idea of putting a tail on Goku was based on a \$00-year-old Chinese fable? In fact. Torivama has openly explained that the mittal Disgron Boil series was a modern tale of the levendary

The anamal Mankey King stary involved the manby hero travelling on top of a doud in search of sever mysterious sutras that were sacred beyond price. The Mankey King had a magical staff, and during his journey, he met up with color ful characters five a Buddhist priest and a loval pig greature. Sound familiar?









it will be only a single-player game, but it promises to be as involving as the TV show-rentered on a story line that will

be as true to the animated series as possible. Says Dana Dominiak, President of Webfoot Technologies, de-

veloper of The Legacy of Golos, "We're trying to stay really true to the license and produce something that fans will be extremely pleased with" In fact, D8Z fans should immediately know where they are

as soon as they fire up the game. The Drogon Bell Z tale will be set in several chapters called sagas. The Legacy of Goku will focus on Goku's adventures in the early sages, including the



Salvan, Namek, and Frieza epics. To mirror the story even more. Domnak also promises that the game will have plenty of Drogon Bof Z humor and insider lokes aimed at fans of the series.

The Lexicy of Goku's rameday will combine mal-time combut with RPG elements familiar to fans of this genre. Throughout your quest, you'll need to level up attributes such as HP, Ki, skill levels, and expenence points. You'll also take on a multitude of side quests while exploring indoor and outdoor environments. Of course, during the fighting aspect of the game, you'll be able to pull off Goku's legendary energy blast, the Kamehameha. To complete the package, Dominiak promises that even the sounds

will match those in the DBZ TV show-an epic digital soundtrack that you can fully enjoy only if you hook up your GBA to





such es the interior of thi



a surround-sound audio system!

Fusion Style With a license that has such a humongous

following, a's no wonder that Informities is planting more than just a short-term start with Decem-

Boll Z. Paul Rinde, Senior Vice President of Infogrames, shared some tantalizing details for future D&Z projects that have yet to be officially approved. According to Rinde, Inforrames' two- to three-year vision consists of two additional Game Boy Advance rames. The

goal is to create a trilogy with The Legacy of Goku being the first installment. But the bolder picture has this trilogy linking, literally, to a GameCube Drogon Boll Z game that's planned for release sometime in 2003. The GameCube game will be a much bigger, enriched product than any of the GBA series', and it will also enhance the earneplay of the GBA games," says Rinde. The GameCube game will be an

action/adventure RPG with some fighting elements-similar to The Logacy of Goku. It will be a one-player title, but it will also enable you to play as over 30

Drogon Boll Z characters. The story line, however, is still in the early stages—a developer hesn't even been picked—but the goal is to have the story line connect with the GBA series. Moreover, vou'll be able to transfer valuable power-ups, characters, and other cool stuff between the two systems. Rinde also stresses that transferring information from the GameCube version to the handheld version will actually enhance the gameplay in the GBA games.







Dragon Ball X?

PlayStation 2 owners will also get a taste of the Droson Boil Z action in the fall of this year. This version, though, will be completely different from the Nintendo games.

Rinde explains, "The level of complexity will be much different than in the GameCube game. The universe will be much bigger, it won't be part of a trilogy, and it will have its own story line. It will be an action/

adventure game with a significant number of fighting elements." Like the GameOube version, the PS2 title will have over 30 playable characters, but it certainly won't be just a one-player game. Plans so far call for a multiplayer fightfest-arena style. Runde hopes that once

Sony finalizes its online strategy (meaning a network that's up-and-running), the same will support between sex to eight players who will be able to duke it out at the same time. The game will also support multiplayer havoc offline, as well. There are tentative plans for a Drogon Boll Z Xbox game, which

Rinde hopes will be released sometime in 2003, Rinde stresses. CONTINUED >

What a Character Undoubtedly, Akira Toriyama's claim to fame was his Drozon Boll manya greation

which spawned the hit anime series in Japan as well as a cornucopia of action figures, movies, and other memorabilia. And this all started in 1984! His stylish magnation provided him the opportunity to design characters for some hit video games as well.



carrior L. H. HI. IV.











however, that the Xbox version is just an idea since "the demographic of the Xbox right now doesn't fix real well with Drogon Bolt" That idea won't become a reality Tunless the handwine base is expended and Xbox demographics broaden. Finally, the PC will have a Drogon Boll Z same, too Rinde an't systie much:

about it except that the game will be a first person action game and that it is scheduled for release in time for the holidays at the end of the year. Rinds, though, hims that two [Infogrames] will be utilizing a prover 3D action engine to run the game. Quales! Luthrach! It's all conjecture, but Infogrames does publish PC surross based on the University errors.

Kiss of the Dragon Ball Z With a full lineup of Dragon Ball Z games due out for just about every system. Infogrames is possed to cake the series to the next level. Clearly the buzz about



Thirty Dragon Balls?! For most gamers, obtaining the rare Dragon Ball GT famil Book Play.

Station game is an aimout impossible fest, unless you were none of the lackly flow who pudded is up at it relates in 1970 or you have none of the blacks for buy pudded is up at it relates in 1970 or you flow for 5000 on 1980. But Dragon Boll Giff warm it does you flower had game. Hern's a rundown of the previous Dragon End games—sub, only two of the games (Dragon Power and Dragon Boll GT) were released in the U.S. Intrincincia interestimation of systems.

	Dragon Power	Release date: 1986
	Famicam	
	Dragon Ball: The Mystery of Shertong	Release date: 1986
	Dragon Ball: Resurrection of the Demon Kang	Release date: 1988
	Dragon Ball : The Story of Golou	Release date: 1989
	DBZ: Attack of the Salyan	Release date: 1990
	DBZ II: Battle Against Freeza	Release date: 1991
	DBZ III: Battle Against Androids	Release date: 1992
	DBZ: World Tournament Fighter	Release date: 1992
	DBZ: Plan To Eliminate the Saiyan	Release date: 1993
	Super Famicam	
	DBZ. The Legend of the Saiyan	Rolease date: 1992
	DBZ: Super Battle	Release date: 1993
	DBZ: Super Battle 2	Release date: 1993
	DBZ: Super Battle 3	Release date: 1994
	DBZ: Super Son Goku	Rolcase date: 1995
	DBZ: Super Son Goku 2	Release date: 1995
	DBZ: Hyper Dimension	Release date: 1996
	Game Bay	
9	DBZ: Goku Hishouden	Release date: 1994
ä	DBZ: Goku Gekitouden	Release date: 1995
	Megadrive	_
F	DBZ: Super Battle	Rolcase date: 1994
ø	Saturn	
	DBZ: True Baztle	Rolease date: 1995
Z Sep	DBZ: Dragon Ball Legends	Release date: 1996
્ફ		103500 0000 1770
8	PC-Engine Duo	
	DBZ: The Legend of Son Goku	Release date: 1994
k	Playdia	
ř	DBZ: Plan To Eliminate the Salyan	Release date: 1994
ŧ,	DBZ: Plan To Eliminate the Saiyan Part 2	Release dates 1994
h	PlayStation	
C.	DBZ: Ultamase Battle 22	Release date: 1995

BZ: Dragon Ball Legends

razon Ball GT Final Bout

Release date: 1996

Release date: 1993

Okay, this is not an invitation. It's a three alarm wake-up call. A hello-things-are-gonna-be-different wake up call. That "we're-not in Kansas anymore" feeling you get right before you go down. Wanna see?

Enter here ▶ (A



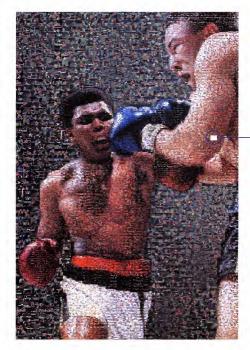




The course is picture perfect. It's your game that's not. Hey, today could be different. Maybe you chase this round down with pin-point accuracy and the speed of a cheetah. Or maybe you leave here the same way you came.

If it's in the game, it's in the game.





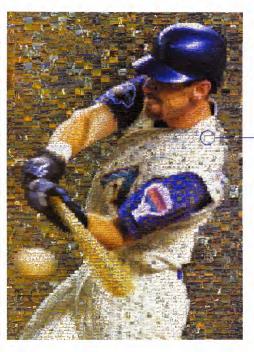




It's not every day you find yourself in another human being's face. Perhaps things would be different had you not invited him to swallow your fist. Somebody's going down. Act fast. Act furious. Get your facial contusions here. Anyone? Anyone?

If it's in the game, it's in the game.









Step up to the World Series pressurecooker. It's time to dance to sixty-thousand different heart beats. One thunderous crack of the bat and you re-write history on the all-too-real faces down in the other team's dugout. So here goes nothing.

If it's in the game, it's in the game.









It's different down here.

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Yuna is the daughter of a summonen.
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No one who joins them will ever be the same.



PlayStation₂

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SHE'LL BREAK YOUR HEART WITH A .44 SLUG.

The Best Single Person Shooter of the Year' is back—with over 60 feeds of hindscore colonic advisture. You discover four never-before-seen levels and get a taste of Cate Anber's craminal pass. Armed with 20 unique weapons, fast vehicles, quick wit and the stealthlest moves around, she's ready to take on any enemy. Are you'd

















≰/IERRA



128 MB RAM 1.2 GS on HD





If You'AE just looking for the best shooter for the PC—a game that engages your senses, thrills your nerves, and impresses your neighbors—stop reading this right now and go get Medal of Honor: Allied Assault. You'll miss out on a fabulous, informative review, but you'll gain an extra few minutes with the most intense first-person shoots for the PC yet.





Unlike Unreal

The idea of the Medal of Honor scries is to strip away the rocket jumps, plasma rifles, and quad-damage power-ups from the shooter genre and replace them with realistic war situations and opportunities for real heroism The series exists to give you a taste of true wer without all the burde detail of a Tom Clancy game, and to enable you to wield real-period weapons and complete reality-based objectives. Allied Assault's developer out relying on genre conventions like secret doors and the like to deliver a fun experience



Your Mission

You're Lieuterant Mike Powell, and you've just been recruited into the OSS, the WWII-era organization that ran covert open ations in the European theater. A handful of straight military missions sets the stage for the covert-ops you'll undertake later in the game, allowing the difficulty to ramp up smoothly from the aches of Normandy to bombed-out towns filled with snipers. You winder through gorgeous levels built with immense attention













to detail (kept "real" by advice from Hollywood military consultant Capt. Dale Dyo), and you really get the feeling of being in a war. Planes fly over and drop bombs, buildings fall apart from damage, and machine gun fire tears your fellow soldiers apart in front of you. The only thing missing from this war is blood and gore, and with everything going on, you won't have time to miss it. Allied Assault is the first MOH to





feature extensive use of friendly A.L.











puts even its predecessors to shame. Everything, from rifle shots to of thundering sound of a tank rolling down the street, the fan-off "Pop!" of a sniper rifle aimed at your head, and even the alarmed German intercom that plays when you're discovered are all memorable sounds that instantly erse you in the war Likewise impressive are the graphics, which are so sickeningly realistic that

ou'll be squinting for muzzle flashes to find supers or watching your friendly soldiers to see if they're limping from damage. Take a time-out to just look at the game and see how lovely it is because the action is so intense. you won't have the chance to smell the roses too often.

No shooter is perfect without great controls, and Allied Assault scores here, too. There are no awkwardly placed command keys, and most of the action is on the arrow keys and the mouse. As with many shooters on the PC these days, you have ultimate control over your keyboard layour, but there's no long list of obscure commands like there is in Wolfenstein. (What's the Kick button for h



Diective Accomplished

You won't miss the rocket jumps or the deflector shields, and you'll find yourself playing what could be the best first-person shooter in history. Allied Assault receives, with no hesitation,

the highest honor GamePro can award. @

Please, for crying out loud, if you like PC shooters, play this game.

It tacks the colorful atmosphere in, but Medal of Honor: Allied

ult doesn't need it. It's clearly the best use of the Ounke III engine to date The Medal of Honor series is famous for great sound, and this is no exception. Play the Omaha Beach level with a sub-

woofer and you'll see...well, hear









CONTROL Even shooter nowers will be express in no time. The transparent controls en-

able the game itself to shine through FUN FACTOR

It's World Wor II without the horror and traums. You set to be the victorious was ro and live to sell about it, isn't that what games are about?

Can you see these guys in the pictures? If not, you're probably dead, Sripars in Allied Asseult are among the most difficult enemies in the game. The best way to spot a sulper is to look for muzzle flashes or clouds of smoke when they lite, but the most likely clue you'll have is the directional damage indicator when they hit you. If you get shot, take cover immediately and listen for a pause in their shooting (they have to reload sometime), then move to a better spot and look around. By the time you have to deal with shiples extensively, you should be an accomplished sniper yourself, so stick with it and you'll make it through.



Command & Conquer: Renegade



Published by Dectronic Arts Taxest release date: February





gamers have clicked and dragged little soldiers across the various maps of Command & Conquer. C&C: Renegade will finally enable you to run around in the trenches as an immensely skilled GDI soldier, using firearms and a penchant for mass destruction. You'll play as Havoc, a big-time soldier in the GDI's war against the forces of Nod. While the proview version's frame rate was a bit choops, and some of







FOR SIX YEARS, PC strategy

the graphics could have the graphics coursed tweaking, it still invaked the feeling of being a grunt in the C&C war This early build of C&C: Renegade fea tured skillful FPS controls; even piloting the various vehicles---vou'll be able to





drive tanks. Hunwees, and more as the game progresses—was a stop. unlike in a recent shooter for the



Developed and published by Sitzzard



Warcraft III: Reign of Chaos

IT'S 15 YEARS after the humans defeated the orcs, and now a new

challenge rises in the form of the Burning Leston. Over the years, the orcs have ralled under the flag of a new leader, while the humans have become complacent. This sets the stage for one of the most highly anticipated RTS battles in gaming history, Warcraft III: Reign of Chaos.



bang back in the series. (2)





Blizzard decided that simply having orcs fight humans wasn't enough, so Warcraft III will introduce two all-new races: The Scourge, foul creatures who reproduce by corrupting fallen enemies and raising armies of undeed, and the Night Bives. who have emerged from seclusion to protect the world from destruction. Each of the game's four races will have unique units, buildings, and strategies,

presumably strangthened by Blazard's legendary attention to game habance Blazard has been awfully quiet about this game, which will be Warcraft's first foray into 3D graphics.

The screenshots look great, but you'll have to walt to see the game in action. If Warcraft III is even half as good as Blizzard's other offerings, it should be worth the wait. @









No parachute, no seat belt, no roll cage, no problem.







Lanual pick up-andriplaty pamers and the more finantial aviling behaviors aver Sepre Montey, Bort's fillutions of player party modes like Monkey lates and Monkey Fight. Points your simins skills in deep nini-games like billistics, bushing and upil billity from Endlessky thailurenges, Italially addictives. Super Intelacty Social billings out the party animal in all of us.















... the team behind the wheel is Selections, the folks who brought you the addictor and challenging Driver, so you can count on it being full of uppercastes, our of course power tides and deady near misses. Sounds like a recipe for some awasome vehicular carnage. — he can





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ADVANCES))))

It's seen over a decade since Segals spokes-manifeld brought blast processing to the masses and set off a Video Game Mascot War of epic proportions. And so the world turns, Sonic now dwells on a Nintendo device...and his first GBA adventure brings backs serious 16-bit Genesis-era vibes.

THE RESERVE OF THE PARTY OF THE

you need to dear an obstade, tap ->

in mid-air to give Sonic the extra

Sonic Regress Sonic Advance is everything that made the original Sonic a success in the first place.

SONIC

le's Exhance-fast, fun, disturbingly playable. exactly as he did in his 16-bit days, encountering the same kind of twodimensional loops, enemies, rings, power-ups, and bosses he did 10 years ago. PROTIP: When headroom is low end

ADVANCE and requires little or no thinking-kust fast reflexes—to play Sonic handles

PROTIP: In the Casino Perach

Some, however, may see the super-straightforwardness in a less flattering light. Playing as Sonic, you'll find that the cart's dozen stages still essentially boil down to "so right until finished," and the game blows by pretty darn quickly. Luckily, playing through as Talls, Knuckles, and Army provides a different enough experience to make a second or third run-through www.twhile And the monstenbreeding Timy Chan Garden minu-

you can stand on the letters in SEGA or SONIC when they light up



On the technical front, Sonic Advance is hyper-colorful and moves fast, but the graphics are less detailed than those of some other lush GBA platformers like Rayman. The sound effects and music are both excellent, faithfully recapturing all the ring 'blings' and the assence of the pseudo-rock background music you remember.100 Sonic Advance is a simple, tried-and-true blast from the past that's faithful to the 'hog's old-school

than just movin' to the right at really high speeds. @



ields, and invindbility power-ups like to have out

TEKKEN ADVANCE IS a startimely futbful translation of the enic fighting series, though a lack of hidden fighters strangles some of the game's long-term replay incentive.

legacy, yet draws on enough from the new school to satisfie amone who seeks more from their marsupals



Telden Advance loffs by combining the knuckle-scraping aggression and deep fighting system of Teldian 3 with the tag-out feature of Teldian Tag Tournament. The prerendered fighters have survived the conversion from polyeous to pixels and boast smooth some-board angretions, while the beautifully rendered environments combined with superh scaling and rotation effects lend the same a sense of depth and dimension. The muscular sound design juxtagoses

raging techno with the powerful strains of fists splintering bone. kicks shredding air, and Yoshimitsu's eene howling.

Iron Ficts of Furn

You won't need a Ph.D. in Tekken to unleash sadistic combos since the control scheme has been smolffled to take full advantage of the GBA's limited button configuration. Punch and kick attacks have been mapped to the A and B buttons, while shoulder buttons are used for throws and tags. Namco has stuffed the game with a massive arsenal of special attacks, all of which can be comboed by button-

tapping in conjunction with directional pad presses. Where is Everybady

Boardes the omission of Lei Wu Long, Telden Advance disappoints in that it has only one unlockable character, stomone the earne's replay a bit. Unlocking hidden characters has always been a strong feature of the franchise, and its absence would have been a crippling blow to Telken Advance if not for its robust amount of gameplay modes, which include Vs. Battle, Time Attack Survival, Tag Battle, and more. That aside, Tekkon Advance is a heroic effort.





Tom Clancy's

Rainbow Six: Roque Spear



PORTABLE GAMERS WILL DO have a chance to feel the adrenal necharged action of squad-based warfare with Rogue Spear, the venerable sequel to the Rainbow Six phenomenon. In IS missions, you'll lead a group











Sabre Wulf

Long serone U.K.-sasso Rare rose to time as the of Nemendo's top development houses, it was known as Universe and was responsible for



Published by Kintende



a chain of odd, 8-bit games for a system called the System Spe trum. In this "sequel" to the company's 1984 Spectrum classic also called Sabre Wulf-wou'll play as a distinguished hunging gendeman named Sabreman, Your quarry? A lesendary lupre marster called Sabre Wulf. Your job? Collect notive animals in a top-down environment, then harness their powers to clean out the Wulf's 2D-platform hiding places. Sabre Wulf will be part adventure, part puzzler, part platformer...and 100 percent retro.





Konami's Collector's cade Advanced



NAMED MUSEUM PROVED seyond the shadow of a doubt that archaic arcade games make exceedingly popular Game Boy Advance titles This April, Ko nami will release its own collecnon of six titles from gaming's Golden Age-a healthy mox of

the memorable (Rush'n Astack, Frogger, Time Pilot), the semi-memorable (Gyruss, Yie Ar Kung-Fu), and the kinds-sorts vapuely familiar (Scramble). Now, before all you Poovan and Circus Charlie farboys start planning your letter-writing campaigns, your cries have not gone unheard. Konami is planning to release more retro volumes like this in the future. Nostalvia for the 1980s will never the. (9)



ATALAN A







Out here,

amongst the clouds

and the sea,

a chain gun.

destruction

BLOOD WAKE

bloodwake.com

XBOX











fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rushhour traffic, suicide shortcuts and unsuspecting buildings Take the fastest possible route. Or just use the roads.

Mr. Burns' nuclear-powered



thesimpsonsroadrage.com

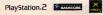
















Turbo-boost slice between canyon wall and dud Bolt. Sulfust.

THE ANATOMY

OF SPEED.

IT'S A FIGHT TO THE FINSH AT COMPH-10 MEAD -TO-HEAD AGAINST IS OF THE GALAXY'S MOST AGGRESSIVE FORWARD STANDS ON SWORLDS. FACE TERRETYING CHALLENGES AT EVERY TURN. GOT THE GUTS TO GO FOR 117





STAR WARS

WWW.RACER-REVENGE.COM









Tusken Raider target practice.

Badlands.



Tekken 4

Developed and published by Namo Torget release date: March (in Japan)



Fightin' Mords

Once Telden 4 was released for the arcades. it was just a matter of time before a home



what is slated to show up in lapen this March. Although a U.S. rolease date has not been appounded yet, it's a remarkably safe bet that Tekken 4 will make its way stateside. You can also be sure that, aside from the obvious one- and two-player modes, Tekken 4 will have a thorough fighter trainer. And just as the PS2 version of Tekken Tag Tournament had Tekken Bowl, Tekken 4 will probably have a healthy share of other mini-games.



her In Tekken 4, Namco's fifth Tekken title







Tennis, arwone

Play engine-wise, Tekkon 4 won't be radically different from other ens. You'll still use two punches and two kicks, but all fighting will take place in confined arenes. You'll be able to use the surroundings to your advantage, too, by bouncing opponents off walls and cornering them for nasty corner-trap combo assaults. However, some new elements will also be introduced-most important will be the "slide move" system where characters will

be able to move freely and won't be limited to fighting on a fixed line (think Soul Calibur and you'll get the idea). New counter moves will also be implemented, including a "position change" where you'll be able to grab an attacker and switch positions with them, a technique that will be handy for escaping corner traps. Finally, the "tig" system will be history. so all fighting will be strictly one-on-one





Twenty and Counting

And then there's the fighter lineup. The arcade version of Teldren 4 features 10 characters in the "regular" lineup with an additional 10 who become playable via time release The usual favorites (see sidebor, "The Gang's (Almost) All Here") will

be present in the home version, along with some fresh faces. Among the notable additions will be wrestler Craig Mardule, boxer Steve Fox, Cappeira master Christie Monteiro, and a humanoid robot, Combot, who can imitate the fighting style of any fighter, although his programming is already somewhat buggy. With all Tekken 4s new features and tweeks from other Tekken titles, it looks as if Namco is set to provide another seguel to the series. Simply out, "This is Telden," and fare of the genre will probably love it.



The Gang's (Almost) All Here

Boyen Fucy Christie Hanteiro Heibachi Hisbiena Hieneratus

Hazuwa Hishima Ruma Penda Lee Chantan Lei Hulone Ling Macyu

Handhall Law Hina Hilliams Steue Fox













lin Harama















Jet Set Radio Future

*Developed by Smilebit "Published by Sent *Tarret relesse date: February



A sprawling city has been locked

down by a repressive regime that has crushed any semblance of civil liberty and personal freedom. The result: a pseudo-utopian metropolis where the oppressed youth have formed tightly knit tribes, roam the streets on magnetically powered skates, and express themselves and their frustrations by spray painting art all over the city. Not only do these packs of rebels have to contend with rival gangs, but also with the brutal police force, which is

privately owned by the evil Rokkaku group.





on the late Dreamcast, Jet Set Radio Future may be one of the most com-







polling reasons to buy an Xbox this year. Developer Smilebit is harnessing the full potential of the console, and the graphics are already spine-crushingly impressive. The first game's stylish, cartoon-inspired graphics looked even sweeter in the Xbox preview version, thanks to more fluid animation and gorgrous lighting effects. For example, Tokyo-to almost leapt off the screen with tons of background details, pedestrians, and traffic, producing a teeming, chaot-



THE FUTURE IS NOW

The early build of ISRF also moved much faster than the first game, and the control scheme was more responsive, making it easier to perform stunts like vertically grinding poles and walls. The tagging feature





















State of Emergency

Some lessons are learned naturally, but

others can-and should-be taught only by video games, such as the virtues of riot management and proper use of guenfia tactics to combat an oppressive government. That's the premise of State of Emergency, a game that's best described as Streets of Rage chucked into a blender with Smash TV. In this action title, you'll play as one of two "oppressed" citize

who are mad as hell and just can't take it anymore. You'll also be able to unlock other characters-nine in all-as you progress deeper into the same.



















State's various urban areas will be packed with interaction. You'll throw objects, trash cars and let loose with a variety of weapons, including firearms and explosives. But all combat won't be weapon-based: You'll also punch, kick, and execute a charge attack that spins you 360 degrees in order to clear away any enemies who gang up on you. You'll accumulate points by committing acts of mass destruction, but the game

won't be all mayhem. It will also feature mission-based objectives, such as safely escorting fellow citizens to their destinations and rescuing them from harm. And, while you're at it, you'll be able to rid the streets of crime by pitting rival games assinst each other. Disturbing? Sure-but that's why State will carry a Mature rating.

In early playable form, State's controls were simple, to the point, and respo sive. And although the characters lacked fine details, you'll nevertheless be amazed by the sheer number of people on screen at a single time as hordes of fellow citizens scatter in every direction. All the mayhem was done to a hard rock bear, but you'll hardly notice it over the sounds of the arresting audio track. Despite State's "offbeat" theme, its depth of play and multifaceted action could make it the unlikeliest hit of 2002. Here's one game that will easily live up to the phrase "it's a riot."









SNEAK Previews

Jedi Starfighter

USE THE FORCE, ADI Only a year after its excellent Starfighter, Lucas Arts has another space-combat

mission fined up for PlayStation 2 pilots. Set 10 years after the first game, jedi Starfighter takes place just before Attack of the Clanes as Nym joins forces with a Jodi named Adi Gallia. The pair must recapture Nym's base in the crater, which the Trade Federation has taken over and sealed off with a dome. LucasArts is striving to make the story a stronger part of the game, but for spoller-prevention reasons, the only other hint is the promise of significant crossover with Episode If's events and characters. The new character, Act, will use Force Powers—one of the seque's major

additions-to fight the unfriendly skies. She'll deploy abilities like a shield, lightning and shock-wave attacks, and a move that slows the world around her If you perfectly time the Force Power on your controller, a souped-up move will be unleashed. The shield, for example, will then not only deflect attacks but also aim the ricochets at foes, while the lightning will are to an entire squad of fishoers, instead of just one craft. Nem is padding more hear, too: Along with bombs, he'll now carry haming missiles, cluster rockets, and proximity mines



Target release date: March

FIRST LOC









BOGUE LEADER

kidi Spefishour's 15 one elever massions will soon some cool new environments, including a massive mountain and an orbit around a loaming moon. As in the first game, you'll also fight in some interiors, including inside the dome over Nym's crater base. You'll also face massive capital ships and a mysterious boss that you'll pursue for the entire same. One of the coolest additions though, should be two-player split-screen cooperative play, which

will enable you and a friend to bettle through missons side by side on the same TV. Five training missions

and a redesigned HUD should also help rockies get up to speed. Doglighting aces should start warming



























■ Developed by JPQ · rublished by Sept. Torret release date: Harch



Virtua Fighter 4



with the PlacScation 2, while also remaining faithful to the personality that earned it so many dedicated followers. Virtua Fighter's intricate control over intriguing martial





extensive training system that's built with people of all skill levels in mind. Boven hardened combitants-including Akira, Sara, and Lau-will return and be joined by two newcomers. Lei Fei and Vanessa Lewis. A new accessory system will go beyond mere alternate outfits: You'll be able to customize heirstyles, sunglesses, and more. There will also be specific goals for players to accomplish so they can unlock special items that will unleash new es. Additionally, armchair senses will be able to create an A.l. character who is controlled by the computer but coached by you. You'll then be able to challenge your friend's character via memory card for some digital





smackdowns VF4 already has a reputation for tough graphics, which should remain intact for the PlayStation 2 build—the arcade version sported some armaingly sharp visuals with highly detailed stages and dynamic light-sourcing. Seen finally joins Sons, in force, with VF4 for the PS2 this March (4)





Biohazard



MORE SCREENS AND footage of the upcoming Biohezard game (Resi-















Tony Hawk's Pro Skater 3

If TONY HAWK'S PRO SKATER 2x left you hoppy but wanting more. then THPS3 should be just the ticket. The Xbox version of Activision and Neversoft's litest skateboarding colebration will likely full between the Game-Cube and PhyStation 2 versions: There won't be online play as with the Sony disc, but there will be



a four-player linked con-

sole mode, which Nintendo's machine doesn't support. Beyond that, the game will feature one exclusive new level, an all-new secret

character with special tricks, upgraded textures, and thanks to the beefy Xbox hard drive, user-created soundtracks. Of course, you'll still get all the original pro skaters, large skatepark environments, challenging goals, and fancy tricks

The three-level playable demo featured some nasty slow-down when the camera moved quickly. It was slightly worse than the PlayStation 2 game's, but this build was also incomplete so there's a good chance it will be addressed. The hi-res player models looked great



feel out of the ordinary Gamers who have been patiently waiting for Tony's latest ramp romp will likely ger what they're craving this spring @

*Deciloped by Page 44 Winblished by EA Sports Big

* Target release date: Murch









FreekStyle

AFTER A PAIR of lackluster supercross offerings, EA Sports decided to

go a different route with the sport, melding supercross's edgy image and EA's successful By formula to come up with Freek Style. This latest Rie name will disth the candy-massed cheenness of SSX in favor of a punk, X Games-like attitude that fits snugly with FreekStyle's combo of motorcycle racing and over the top tricks. You'll choose from one of eight riders, including freestyle stars like Mike Metzger and Brian Deegan, for action

in Circuit, Race, and Freestyle modes As in other Big games, busting one of the 80 tricks—which will include the superman seat grab, saran wrap, helicopter, and more - will charge up a speed-boost meter. In the preview

version, the sameplay already felt exciting, bouncing between fast, arcade-style racing and stants galore. Half the charm came from the already impressive graphics and awesome tracks, which featured moments like blasting off ridiculously big jumps or soaring over a burning tree. Barring a





HANDS - O

10000











Test Drive









Turnet release date: March ONE OF GAMING's longest-running racing series is making a fresh start on the PS2 and Xbox-"fresh" because

HANDS - C



Infogrames decided to reset the sequel counter and not call this game Test Drive 7. However, Test Drive will remain true to the style of the series, offering fast, areade-y racing that scoffs at correct lines and braking in favor of swerving through traffic at high speed, searing off wild jumps, and battering cops off the road Garners will be able to choose from a selection of exotic and muscle cars that ranges from a Jaguar XX-R to a '69 Dodge Charger: The competitions will take place on the streets of San Francisco, London, Tokyo, and Monaco—all





of which uncannily resemble the real-life locales. While both versions will be largely identical in terms of features and gameptrs, the Xbox version already seems to have the edge on graphics. The early preview versions played well, sporting lots of exciting collisions and reflex-challenging situations. If the game's final phase of develop









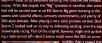






Sled Storm 2

THE ORIGINAL SLED STORM garnered acclaim for its superb feel-a result of its excellent handling and creative yet realistic





Dovolpped by EA Conndi Published by El. Speets Bir Target release date: March





mobiles than a sequel that's faithful to the original game

But if "SSX on snow. mobiles" sounds cool to you, Sled 2 should deliver and then some. On seven tracks ranging from an iceberg in Bermuda to snowy peaks in Australia, the gameplay will blend pure arcade racing with wacky environments, lots of shortcuts, and plenty of breakable objects (destruction pays off with speed boosts). As long as EA puts the right finishing touches on the handling and gameplay. Sled 2 should be an entertaining addition to its Big lineup.









UFC: Tapout



Developed by Dream Factors I Jublished by Crove Tarnet release date: fermany

HANDS - C





Fighting Championship has earned its reputation as a hard-hitting sport— it's full of muscle-bound brutes who can knock out an opponent with a single punch. Dream Factory hopes to bring the same intensity to the Xbox ring with UFC: Tapout. In an early build, Tapout already featured 27 real-life fighters who kicked, punched, and grappled with unbelievable realism. The controls were like those







of its UFC predecessor on the Dreamcast, but you could perform more counterattacks this time around. The preview version also included more

slid: options when creat ing your own fighter. Let the bone-crushing fighting action begin!



Bloody Roar: Primal Fury



ACTIVISION IS BRINGING the litest installment in the Bloody Roar fighting franchise. Primal Fury, to the U.S. As one of the first "real" fishting games for the GameCube, Primal Fury will feature 16 playable characters (including four

hidden ones) who can transform into more powerful alter egos with animal characteristics. An early preview version sported colorful, stable graphics, and the controls held up beautifully-especially the analog stick, which worked perfectly with the 3D combat envine. The Fury will bit shelves this sering.











BY HAJOR HIEF Developed by Tankasha Games Fublished by Activision





DRIVING FANS LOOKING to do more than just speed around the track will find plenty of alluring features in Wreckless, a mission-based driving title You'll be able to play in one of two scenerios: as an undercover secret agent who inflitrates the Yakuza (maffa),



irmed police officer who takes crime head-on. The game will feature 20 missions —10 per scenario and 14 vehicles, including sports cars, buggles, and even a tank. There will be no shortfall of diversity on the missions as you'll rescue a police captain, clear a safe path for a hijacked bus (remember the movie Speed!), and perform other duties. The crime-fighting starts in early 2002. @







TimeSplitters 2

TIME-HOPPING FPS ACTION

is coming your way again in Eldos's TimeSolitters 2. Creatures from another dimension are monkeying with our timeline again, and it will be up to you to stop them by taking control of characters from throughout









Published by Eides





single-olayer game was simply training for multiplayer mode, this year's will ensure you in its story and early or at least that's what developer Free Radical Design hopes.

Free Radical includes several people who worked on Rare's GoldenEve 007, and the preview version of TimeSplitters 2 had a palpable N64 Bond feel, down to the way you reloaded weapons and interacted with objects. The single-player demo even took

place in and around a dam in Russia -007 vets will understand why that's significant. You'll see GoldenEye's influence in spades in TimeSolictors 2's single-player mode, which is

> to so back in time. Developed by Rainbew Studies Tublished by Lucislets

*Tarret release date: February

definitely a good thing. If Free Radical can make good on its promise of a rich single-player game, you'll have another reason



FIRST LOOP



FOLLOW-UF TO the popular N64 zame, Star Wars Racer Revenue is set between Episodes I and II as Anakin regums to the pod-

racing circuit in his teen years. After suffering defeat in the first Racer, Sobulbe disappeared for eight years to develop a new high-tech pod racer, and now he's returning to seek "revenge" against Anakin. The hot pursuit will go down

and four new worlds. You'll be able to choose from 13 returning pod racers and five new ones with Star Wars-y names like

on 14 tracks across five obnets.—Tennoline Scorch Zamiles. While an early demo showcased rameplay that will be very familiar to fans of the first Racer, LucasArts is planning to amp up

the aggression of the A.I. so that much more paint is traded, and wrecks and collisions play a bigger role in the action. The heart of the gameplay will remain the standard tournament-style circuit where you'll strategically burn turbo and spend winnings in Watto's shop. With Rainbow Studios, the developer of Sokishdown, behind the scenes, this Racer looks like a promising prospect. (3)













releped by Dirital Blasion Published by Microsoft Tirrot release date: April

HANDS-O

RalliSport Challenge

MICROSOFT IS HOPING TO broaden the U.S. audience for raily racing with its newest title. Developed by Digital Husians, RalliSport Challenge will feature more than 25 rally cars, including household names



Colin McCrae's games. RalliSport Challenge is currently on track for a spring debut. 6 11









PlayStation_®2



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FROM SOFTWARE



VIOLENCE













INTRODUCING WORLD OF OUTLANS SPRINT CARS 2002.

Now, for the first time ever on a met-generation console, you can experience the mud-splattered madness of dirt track racing. Fight G-force anound treacherous, shifting dirt tracks at over 170 miles per hour inside one of the mist dangerous machines on the planet. This is one game that looks, feels and aimsets smells like the rare if this.





Maximize your video gaming fun! Make the right purchasing choices by knowing exactly what kind of content is inside each game.

The ESRB Ratings Guide

The interactive electronic enter tainment industry utilizes a voluntary rating system developed by an independent organization— the Entertainment Software Rating Board (ESRB)—so consumers know what to expect before buy-ing a video or PC game. The fol-lowing is a guick key to the most common ratings; for a complete description, check out the ESRB's Web site at www.earb.org or call 800/771-3772 for more information



Titles rated Everyone (E) have content suitable for persons ages ax and older. These titles will

appeal to people of many ages and tastes. They may contain or crude language



Games rated Teen (T)
are suitable for ages 13
and up. These games
could have violent content, strong language, and/or



RP icon may son icon may appear in early reviews of soon-to-be-serviews of soon-to-be-for the actual ESBB rating icon on the gerne's package, check the ESBB's Web site or call its toll-free phone number for updated rating



THE ESRB RATING GomePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating, Below, we've circled this rating in a sample review box to help readers lo-



Note: Previews do not carry on ESRB roting as games are often not roted until they're ready for review and purchase. GAMENSO MARCH 2002

Genma Onimustra features a strong amount of blood and gore as players must disperch a variety of dispusting monsters with exotic weapons. Violence is the only Mature-rated element in Genma, however, as the same does not corrain foul browser. or sexual controt.



By Sievra Like most shooters. Half-Life has

tons of animated violence that's not suitable for anyone under 17 years old. There's a lot of shooting using both realistic and fantasy weapons. a huge amount of blood, and some intense life-life situations that a younger audience may not fully comprehend.



Max Payne

Max Payne features insome violence with bullets and blood flying everywhere, It also glorifies solving problems through



Metal Gear Solid 2: Sons of Liberty By Ko

In Meral Genr Solid 2: Sons of Liberty. you'll play as a sole member of a special-forces team out to thwart a terrorist plot. The game includes splishing blood, gurpley, and handto-band combat. The cinematic cutscenes and socken dislorue can also get intense, and some of the areas in the game feature scantily clad women on pinup posters.



VOLIDAL COMERS Return to Castle Wolfenstein By Activision

with this one

The latest trip to Castle Wolfenstein is packed with blood, gore, and violence. If gunning down realisticlooking Nazis isn't enough the game also features zombies, undead knights, and other cory creations. The violence is expeserated, and there's lots of it. Those gamers squeamish about gurs and gore won't be pleased



State of Emergency

State of Emergency earns a solid Masurerating with its offbeat theme and vivid depiction of inner-city riots. The same features a helpy share of onscreen blood and violence as you must utilize a variety of excelc weanors in order to arbitue various goals and objectives.



Note: Some box art does not display final ESRB ratings.

ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE Genma Onimusha

Max Payne..... Metal Gear Solid 2: Sons of Liberty......M Airblade

Blood Wake Final Fantasy X..... GoDai: Elemental ForceT

Jonny Moseley Mad Trix.....T Legends of Wrestling.....T

Maximo: Ghosts to Glory..... Medal of Honor: Allied Assault...... Mobile Suit Gundam: Zeonic Front No One Lives Forever

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Super Smash Bros. Melee

Tekken Advance ______T Tsugunai: Atonement.....

ESPN International Winter Sports 2002 Grandia II..... High Heat MLB 2003

NBA 2K2_____ NBA Courtside 2002 NCAA March Madness 2002.....

NFL 2K2..... Sonic Advance.....

Sonic Adventure 2 Battle.....

SSX Tricky Wave Rally World Tour Soccer 2002







AXIMO ISN'T A direct follow-up to the classic Ghoses N' Goblins franchise, but it is surely the spiritual successor upgraded and relation preted for the PlayStation 2.

GHOULS TO GHOSTS TO GLORY

From the arcades to the NES and SNES systems, the Ghosts N Gobins senes was a benchmark in platform active gaming, offer-ing a very tough challenge and devices level design. Maximo steps into these very big shoes and comes out as a classic in its own right. The game's difficulty is more forgiving than that of the ear-For thumb brusers, which opera up things for younger gamers, but there's tons of challenge for those looking to uncover everything the game has to offer

NOD TO THE OLD SCHOOL

Old-school gaming is all about good gamephy, and Maximo doesn't stray too far from the "straight out of the text book" time-honored formulas. The various attacks and moves are perfectly balanced and are all essential throughout the game.

The environments are laid out well and look great—as do the

creatures that inhabit them, including Maximo himself. Designed by famous artist Susumu Matsushita, the game's characters include interesting looking en-

familiar with the tunes can still enjoy a wonderful archestral style score that will please any ear.

RFECTION...ALMO

The camera is the plague of 3D action, and Maximo's not nmune. Areas with tight corners and frequencials from ledges due to obscured views are a tough pill to swallow

Even more odd is that the Boss fights get easier as you get further into the same. Minor annoyances aside, Maximo is highly recommended for anyone looking for a great dose of

old-school áction or just plain great action period. You get everything from a damsel in distress to level after level of evil shouls. and you don't have to best the same twice

to see the ending. 6







and saucy heroines who vibrate with personality—even though they don't really speak all that much. The original theme sons from the Ghosts N' Goblins series has been updated and blended with each of the levels, creating a great kick of nostalge. Players not

Missimo features some of the sharpes graphics yet seen on the PlayStation 2 with rich environments and coollooking characters. The animation is also topnosth.

The classic Ghoses N' Gobles theme is

well represented and lushly removed into each level's theme. Some new tuner would have been cool, too, though,

CONTROL With action this intense, the controls have to be spot on-and they are. Ever without a "lock-on" type battle camera,

FUN FACTOR The only thing that would make oldschool gamers happier is if the game

were in 2D. Maximo is the challenging exion platformer fins have been weight for but it's still not too tough for new-CAMPPAGEON LETTERS COMPERED COM

the swordplay works well.



NINE THRILLING EVENTS.

AND CURLING.







....



Wheth not to sentitle sport of Canadian lungs with read then lift your throats. After all, their ESPA Philinational Where Sports 2002, "an whether you're busing no hos of the halippe, a rang of the dai jump, or reaching for elected in any of the other eight events, your over thumph—and every deteit—is part of an authentic ESPA elected, so anni, wide and greater deep "to worder!" want to lose your cool in the lose.

Downhill | Slatom | Freestyle | K90 Ski Jump | K120 Ski Jump | Bobsleigh | Snowboard Halfpipe | Figure Skating | Speed Skating | Curling















PLAYSTATION 2

IF YOU HISSED IT ON the PC. Max Plane for the Plan-Sprion 2 is a votta-play yem for fans of dark action.

Max Payne has all the hallmarks of a classic noir adventure but with modern characters and settings-namely, a renegade DEA agent tracking the killer drug Valleyr in a blizzard-bound New York City. An emotionally wrenching opening sequence tells you more than you need to know about Max's motivations; from there, you're thrust into a grim, gritty pulp fiction.

Max mixes dinary textures and bleak atmosphere with panels from a graphic novel and solemn narration to create a living, breathing bleed-

ing New York City underworld. Subways, motels, rooftops, and office buildings look appropriately dumpy neglected, and desolate, while Max's photorealistic face is permanently

twisted into a constipated scowl. As he uncovers more details about the case, Payne mumbles hard-boiled phrases of melodrama and desperation while batting Mafra enemies who sound like curtoonish wise guys-da New Yawk type However, it's Max's vitriolic voice-over (delivered by actor lames McCaffrey) that gives the same the most character.

The Dual Shock organizes controls logically and offers the sharp response. especially considering the cool bulks-time and shoot-dodge aspects, which slow down time for Matrix-style gunfights. Generous auto-aiming makes up for the lack of kwboard and mouse support. Weapons, from a lead pipe to shotgurs to pineapple grenades, all match the realistic surroundings.

With a brooding atmosphere, bad-ass gurs, and cool technology. Mex delivers what action gamers crave. You, too, will develop a high tolerance for Pame. @







Gundam: Zeonic Front, Bandal's follow-up to MSG journey to juburo, you'll play on the side of the series' antigonists, the Principality of Zeon, and defend

your territory from the Earth Federation during the One Year War. Though very similar to Journey to Jaburo, Zeonic Front features a heavier emphasis on strategy. Prior to each mission, you choose piatoon leaders, mobile suits. and support armaments best suited for the subsequent objective. You can also plan attack routes and set action and battle codes for your teams to carry out when they reach designated operation points.

GLORY TO THE PRINCIPALITY OF ZEON

Missions vary from reconnaissance and seek-and-destroy ventures to all-out assaults on Federation installations. Besides issuing directives to the other groups, you can switch control between said groups on the fly, which enables you to send certain teams to strafe or bait enemies while using other teams to take out targets. Mineuvering your mobile suit, however, can be cumbersome-



especially if you need to make a quick escape - while the controls for weapons and support equipment can be unresponsive.

MECH DRAMA

While Zeonic Front boasts fantistic suit models, the environments and texture mapping are uninspired. There's also enough fog and slowdown to make the game look more like a Dreamcast title than a second generation PS2 one. The music is exciting and tension fraught, but the melodramatic dialogue is straight out of a poorly dubbed anime. And though some will find Zeonic Front's 13 missions too essy to win. Gundem first will onjoy taking an active part in shaping the events of the legendary One Year Wir. Now go stomp those Federation chumps!



take out all RX-75 units b out your other teams.



PLAY THE FIELD



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PLAYSTATION 2 PROBEVIEWS



IF NO ONE LIVES FOREVER

sounds Mic a larnes Bond movie, it's because this finely crafted garon harkens back

\$49.59 Moraliable nove

Daveloand by More

I obser to those great 1960s spy ficks: Good guys wear trench costs, had





planted firmly in their cheeks

From Sierra with Love

Ported from a Sierva PC game. No One Lives Forever is a firstrate, first-person action game. The British heroine, Cate Archer

dispatches plenty of enemy agents with silenced weaponry and judo choes," but securth and investigation compose a major role

guys speak with Russian accounts, and everybody's tongues are

to meet, so the espionage really rolls

in the gameplay, too. There are 60 lovels (four new to the Play-Station 2), 30 weapons and gadgets, and 20 outrageous characters

1960s, baby! Cool, twangy guitar riffs play in the background, and the voices-accents, comy jokes, and all-are right on. The texture



mapped character faces look excellent, and the exotic, old-school soveriovie

locales are error. The controls hold their own between furnous numbers and snail-slow sneaking bround. However, the analog joysticks can be sensitive. Pressing down on the stick reverses the view, and in a panic, you'll wind up looking the wrong way. It can also be a chore to target items you need to activate or to guiddy take aim. You often have to move slightly while aiming a two-stick process

Old Finger

Assilable #

You some love a good, old-fishloned spy-versus-spy varn, and this is one solidly constructed action game that doesn't take itself too seriously. It's called "camp," man. Check it out. Remember: No one lives forever. (2)

Legends of Wrestling

WHAT'S DONE FIGHT in this Legands of Wrestline? Will in his a most in of 47 old-school wrestlins with such standouts as

Kolin R Wire George "The Animal" Steele, and the Road Warriors. It also features an innovative combo system that makes playing the game one part War Zone and one

wrestling, do not buy this game. 6

part PaRappa the Rapper as you ary to hit the right button in time to rewerse grapples or counterstacks What's done wrong? Everything else. The slow, unincultive controls underile awful, slapped-together graphics and a bargain-bin soundtrack that features MIDFrock sound-alikes of the wrestiers' classic themes. Classic superstars like Rowdy Roddy Piper and Andre the Giant are consciously absent, while Rob van Dam and Sabu made mon the list. If you love classic



Wave Rally

VAVE RALLY TAKES the untet Wive Rick formula and peps it up with a Kriwastki endorsement and special attention to water graphic Way: Raily features will-designed tracks and a Ne-down numbout class.

offering a different feel from the stand-up jet sks. Unfortunately, the control lon't quite good enough for either class. The vehicles rum way too wide, and hitting the walls at any speed crashes your beat. You'll spend a lot of time fighting the waves rather than using them to your advantage. While Wave Rally's sound needs work, its graphics are topnorch. Glossy water and wellanimated racers compliment the skillfully designed tracks. The graphics are a bit jaggy, but that's mostly the PS2's fault.

Wave Rally is essentially Wave Race for the PS2. Splishdown did water wsics better, but Wave Rally definitely holds its own once you get used to the controls. The excellent tracks alone are worth a look. 6







4.5 3.5 3.5 4.0

PLAYSTATION 2 PROBEVIEWS

Jonny Moseley Mad Trix

JOHNY MOSELEY WON a gold medal at the 1998 Olympics for freestyle moguls, and while Mad Trix doesn't reach those heights, unusual locales and a blizzand

of moves make it a decent attempt to re-create the rough-and-tumble art of freaking

This game is all about mastering sturns, and Med Trix is not without challanges. The fan

ranging and workmanike controls open up an impressive repertoire of "tric." You need to

string them into combos to build up your score, and you wind up lamming on every action button. including the directionals and a joystick. The slopes

themselves deal out good action in 10 imaginative, outramous locales, such as San Francisco and Washington, D.C. The visuals and sounds keep up with the poce.

although you may be too busy with the controller to notice. The skier models could be more detrifed but the primotion is smooth. The audio sets its juice from some big-time, hip-hop tunes. Mad Trix makes a competitive run, enough to hold your attention on its PlayStation 2 slopes.







Bovelaged and published by 300 **85/9.99**





GoDai: Elemental Force

SDO'S NEW BRAWLER. GoDat Bemental Force, takes its cues from the "wire-fo" stylings of old-school kunz fu films. As Hiro, apprentice to the arts of elemental magic, your quest is one of retribution as you search for Akunin.













a powerful and malevolent ninja who murdered Hiro's parents Armed with an arsenal of melee and projectile weapons, you take out torrents of assassins, fire nings, and iron golems while also learning magic skills by eliminating bosses. Although GoDei moves in a fiss-paced, linear direction, the

primation is some of the changest seen on the PlaySpinon 2. The Asian-influenced, mystical realms are nicely designed but rendered at a low resolution with extremely rough textures, while the sound effects and music are standard fare. The same also utilizes questionable camera anales that either obscure characters or make them appear too small. Though the same's gliding feature is an inspired concept, trying to execute it, as well as most other moves, can be incredibly irritating due to extremely temperamental



and unresponsive controls. Skip this one and watch The Swordsman if instead. &

Airblade

CRITERION GAMES' (TRICKSTYLE) newest state-based title, Airblade, puts you in the role of N Sync reject cum airbidd witzard, Ethen, who has to rescue his girlfriend from corporate nastias who are after his fabled hoverboard. You do this by kieldlipping the enemy agents like submission with your board and wrecking their vehicles by grinding on top of them. No, really

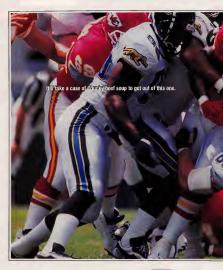
To be fair, Airblade looks pretty with smooth character animations, beautifully rendained ss, and a rock-steady frame rate. The levels are nicely laid out, and there's some fun to be had by just roaming around and performing



scurts in the Freestyle mode. Plus, the controls are smooth and easy to set a handle on. Airbinda's storybased gameplay, however, vaciliates between too simple and ridiculously bard-wou'll breeze through some levels, while in others you'll have to repeatedly vistart because of stupid mistakes. Of no help is the inana dialogue and outdated music that sounds like the 1984 hit "lam on it" nemixed by Yello. Call this a rental at (very) best.

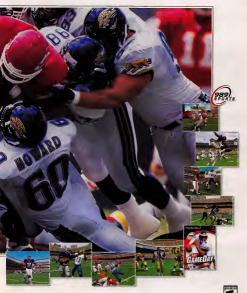






GBY and RBYs, start stacking up on those Completifs ^C County stops And while you're at it, favore in some hearty branch stop, too. Recome with our or one secondary point prompt is seed some soften length, for the fair three series in a paint, we've you've seed when there can't belook. So you'll see about wroughed up in Fernoscop gaing backless, deliverant backles breaking traveign the loss and passes breaking to be becaused prompt.









GAMECUBE PROREVIEWS

ST FRUE-SYSS SOLIGEN Developed by Sonic Team Published by Sona =2 players

"EGA"S ENDURING BLUE hedgehog speeds to the GameCube in a grand adventure that's filled with sharp visuals and a proven gameplay. formula. Nothing could be better.

A DARKER SHADE OF BLUE Smilter to the Dresmost version, Sonic 2 has the hedgehog

hero teaming up with his friends in a battle against the exil forces. In the one-player mode, you can choose to fight with

the Heroes or the Dark group and take control of six characters in varying stages. Sonic and Shadow whisk through dizzying courses,





OTIP: If a ghost gets too close for fort, be sure to hit the jump button move the stick around. If you do it







Knuckles and Rouge search for items, and Tails and Dr. Egyman rough it up in their mechanized twolegged robots. With whomever you choose, though, you'll have no problem

mastering the controls. Two-button commands are easy to execute and simple to learn. With this much gameplay diversity, Sonic 2 is certainly unrivoled in its people. But the thrills don't end with just the single-player game. You and a friend

can slug it out in six slick games ranging from kart racing to Chao karate. Other than the main cast, old-school characters like Anny and Metal Sonic are controllable in the multiplayer events, too, In fact, the "Battle" in the same's title accentiates Sega's effort to bring more head-to-head competition into the mix, something the company has done well.

TWD-LEGGED SPEEDSTER An edectic audio score and brilliant graphics fill every turn in Sonic 2. The

weird mox of R&B, hip-hop, and alternative instrumental offers creative style that's new to an adventure yet still pleasing to the ears. The frame rate buzzes by with ferocity, especially when Sonic and Shadow run at full speed in their respective levels. Plus, vividiv colored stages are eve-pleasers—jush environments, cool-looking sub-bosses, and outesy creatures of all shapes and sizes all contribute to the well-designed worlds.

Sonic 2, however, does have one setback: Unadjustable camera angles during many parts of the game prevent you from viewing what you want to see. Even if you try to re-adjust the camera to your liking. the same won't let you.



HDG HEAVEN Aside from the cameraangle blemish, Sonic 2 for the GameCube is still ne of the great reasons to a

loads of fun. It's a carefree adventure that has plenty of variety to keep all agus busy for hours. @

move at deziving speeds-and they look great. Levels are colorful and filled with a lot to see, from ingenious hidden passages and picturesque backgrounds to cleverly designed sub-bosses. There sn't even a hint of slowdown when there's a lot of action going on at once.

Though the voice-overs are a big choose the various music styles play at the right beats throughout the entire game. The sound effects, like the now soothing noise of obtaining gold rings, chime in at just the right moments, too

CONTROL

Simple-co-learn two-button moves are great for pick-up-and-play gamers, and with six characters to control there's variety to the rampplay. The only drawback, however, is the nexcusably poor camera angles that sometimes turn your adventure into other frustration.

FUN FACTOR

If it weren't for the unfortivable camera. angles, Sonic 2 would have scored better Still Sonic is a great addition to Nintendo's fleet of loveoble mascoss, and the adventure is worth playing if you've never had a chance to expenence the enic sara on the Dreamcast



Your office is a 20,000 east area, your salary has a whole for of zeros, and "Who stole my stapler?" is: Who's picking by Wince on D?" You wanted real, you got real. Build an an al-NBA team furing the draft. Check, your team's actual NBA playbook, and call those plays with real-line coaching. And details? You can count, the players' common. How you recently take a memo— this nate.

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It's a living.

XBOX PROREVLEWS





AMURAI MEETS PRINCESS. Samurai loses princess. Samural butchers a supernatural army to win princess back. That's the basic premise that fuels Genma Onimusha, an action/edventure title that should be called Onimusha Redux



This is an improved version of the PhyStation 2 Warlords game with new areas and items, cleaner visuals, and a richer



audio track

MY, WHAT A BTG SWORD YOU HAVE

SAMURAT WITH A CAUS

In Genma, you play monster-slashing, soul-absorbing samural warrior Samenosuke, one of those lone hero one-man army types who always seems to arrive on the scene just in time to rescue a judgaged princess. Colmusta has always been reminiscent of a big-budget samural movie without the genius of Kurosawa: It's loaded with style, grace, and splittering blood-all propelled by a token narrative. Genme delivers the necessary action; the store, thoughas conveyed through high-quality CG cinemas and lengthy dialogue - will hold your attention only as long as it takes to bypass it with the Start button.



Genme is a sourner with excellent de

talls, atmospheric /environments, and

awasome special effects. The only draw-

backs are the occasional goofy camera

angles and the brief pause when your

character travels from screen to screen.



Onimusha's unique play system is what keeps things excitors every step of the way. Not only can you hack apart enemies with a variety of weapons and magic, but you must also absorb soul energy in order to power your attacks Deciding when to strike and when to stock energy is helf the challenge. Vets of the PlayStation 2 version will find cool new tech-

niques, too, like a sword power-up system, and diabolical monsters, such as fiery Samanosuke doppelgängers and a doll-sized nightmare named Ayame. You'll also solve puzzles lifted right out of the Resident Evil handbook: pull the tab, assemble the artifact, and line up the numbers in order to

open the chest. The game's aesthetic execution, though, is marvelous. The Xbox's cleaner visuals and even finer razonsharp details will pleasantly surprise

fans of the PhyStation 2 version. The sound has also been improved upon-especially when played in 5.1 surround. And although the stirring music compositions are fitting for the

SOUND The compach audio effects are paired with a beautiful music score. Unfortunately, though, the stirring overtures lack



spaced buttons confusing. Lack of a custom configuration also hurts the score. FUN FACTOR

Even if your alread the original Onlinesha on the PlayStation 2 within an inch of its life, Genma provides enough new elements to merit repeating the adventure. But beware newbies: This game is tough.

onscreen action, the lack of variety quickly becomes apparent. "HT-YAP

Genma Onimusha isn't a completely new same (you

have to wait until Orimusha 2's spring release for that), but the new play elements and steep challenge will keep even hardened samura wantebes thoroughly entertained @

AX PAYNE COMES to the Xbox after a successful run on the PC. Finally. Xbox gamers can live this violent tale of loss, betrayal, and vengeance

Max Payne is the story of an undercover cop framed for murder who must fight his way to the top of a criminal organization to clear his name. A classic pulp-noir tale, Payne's story comes

through in the form of a graphic novel in between solnes of bullet-dodging violence, narrated in gravel-voiced style by. Max Payne himself, You'll be

involved in the story from the gee-go as the

first scene in the game takes you through a traumatic moment in Moc's life and provides the motive for his later actions. This first scene, with all its emotional, nerve-wracking impact, perfectly sets the stage for the rest of the same.

Max Payne breaks ground in a number of ways, but the most notable is its "bullet-time" feature, which enables you to slow down time and perform insane acts of graceful wolence. When in bullet-time, you can still aim in realtime, giving you a marked advantage over your opponents. Future games will copy this feature, but Max was the first to use it as an interral part of sameplay. This feature alone makes Max Payne a classic.

Montable no • 1 player

But that's not the game's only good point. The Xbox port looks every bit as good as the PC version-in fact, it looks about the same, down to the witty textures and the arrozing detail on Max Payne himself. While the

dialogue is typical cheesy film noir, the voice-acting fits right into place, and the sounds of combat will ring in your ears long after the combat is over. Payne's finest feature on the Xbox, however, may be its controls; the game features a perfect auto-aim that rights up for the clunky analog stick, while at the same time not making arming too easy. It seems like the Xbox controller was made for this sort of game, and every function

is perfectly placed for intuitive control.

Even without the bullet-time and the hardcore action, Max Payne would still be a worthwhile purchase for its engaging and creatively told story. The game shines on the Xbox almost 38 much as on the PC and that's quite an accomplishment.



What looked areas on the PC months

ago looks dated on the powerful Xbox. If only Max Payne had more Xbox bells and whistles, it would have earned a perfect score

SOUND Cheesy but well-acted spoken dislogue

moves the story along, and the sounds of violence keep the blood pumping It seems like the Xbox controller was

made	ton	gomes	23(0)	tres.	Α Ι	perfoct
auto-a	im :	system	helps	OUE	who	re the
still an	akos	almine	nick	falls.		
		_				

FUN FACTOR If you haven't played the PC game you, play this version now. It's a challenging. engiging tale that happens to include

some sweet, sweet action WWW.GAMESED.COM LETTERS GAMESED.COM

XBOX ROREVLEWS

BLOOD WAKE TAKES the Twisted Metal formula of vehicular comb then throws it in the tub to see if it floats. It does-but barely



spired voice-acting and some sketches on parchment. It's not choesy enough to be camp, but too melodramatic to be straightup action-movie entertaining. Once you take to the wayes in heavily armored examprant and speedboxts, you're off on stan-

dard mission-based gameplay-destroy the ships, rescue the shos, find the targets, best the dock-while your co-pilot barks The star here isn't the story or the sameplay-it's the waves. This is one of those "look at what we can do with water physics"

games, and in that regard, it's cool —but TransWorld Surf did the same thing with more engaging stuff to do. The boxes control fine, and the physics model is realistic. And yes, the water's pretty. His res textures, animated turrets, and detailed little pilots

ide the boxes all give the game a very tactile look. Ho-hum inusic and the aforementioned hackneved voice-overs add little, however

Blood White is worth a rent, but the gamepley isn't compelling or original enough to make it worth a purchase unless you're looking for a four-player bost combet experi ence. Otherwise, you can file this one safely away in Davy lones' locker G





















and on rails at the and of big

SSX TRICKY IS the poster child of extreme snowboarding. It has spread to love across the PlayStation 2. the GameCube, and now the Xbox

A NEW COAT OF SNOW

For SSX Tricky's Xbax debut, EA Sports Big put most of the extra shine on the graphics. The basic character models haven't changed, but their clothes certainly sport a greater level of detail. The same is true for the environments, which look great even close up. In fact, the entire visual presentation just looks sharper,

making every little touch more noticeable Controls are smultaneously problematic and pleasing. The basic button combinations will sometimes twist your fineers into knots since the Xbox controller, unlike the PS2 and GameCube controllers, lacks four shoulder buttons. But the layout unexpectedly makes pulling off complex trick combos slightly easier

The audio is great fun with groovy tunes provided by Mix Master Mike, Aphrodite, and The Plump Dis, along with the much-h calebrity voice cast including Oliver Plats, Lucy Lui, and David Arquet attitude-laden dialogue, however, gets old very quickly, and there isn't suppo for the Xbax's austomizable music appoin-



Overall, SSX Tincky is certainly the best-looking of its siblings, but there's not enough difference to warrant an extra purchase if you already have the PS2 or the GameCube versions. Still, Xbox owners are sure to find a ton of fun here. Truly solid entertainment with a wide variety of characters, cool samealax DVD behind-the-scenes featurettes, and a host of visual and audio treats ere SSX Tricky.



ul of extra visual treats, like the tried-en







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A vampire's worst fear is no longer the dawn.



cautions. But casting hordes of fang-freaks back from whence they came is a Slayer's job.

Use wooden stakes, fireballs or your surroundings to start taking the "un" out of the undead. Only on Xbox.













Someone call the janiter, the hardwood is about to get messy. Kick your game into high geer with 18 one-touch player controls including gump takes, screens, and edemin, signature dribbles and moves. Rin with the team of your choice or create your own player and see how you match up against the NBA's best. On, and tell that guy to bring a buffer and some exten wax, nobber desen't come up easy.





SPORTS PAGES PROBREVALARIA

Basketball

NBA 2K2: The Best B-Ball in the Biz



NBA 2K2 HIT the high point of its franchise history with the Dreamcast version in

2001, Now PlayStation 2 owners end up with more than a port but not a major overhout and that's not a bad thing at all.

Now with Emotion Much carries over from the Dream-

cost wirsion to the PlayStation 2 version. In particular, the bonus Street mode makes the trip, along with four new courts for a total of nine areas you can obse





However, NBA 2K2's graphics are noticeably improved over the Dreamcast version's with higher polygon counts, better textures, and new facial animations. The standout, though, is the silky smooth player animation that displays a more natural-looking same than even EA's venerated NBA Live 2002. The player motions never incurfere with the controls and always place the sole responsib

of good and bad plays in your hands Mad Handle

Fans concerned that the PlayStation 2 controller might mass up the intuitive Dreamcast button layout can rest assured that it works just as well if not better than the Dreamcast pad. The two major changes are the use of both analog sticks for free throws and the right analog stick to bring up the pay call menu. The commentaries during the replays highlight very specific actions and are

just birliant. During gameplay, however, the play-by-play gets repetitive after just a few games, and it gets only worse the deeper you get into your season.





2K or Not 2K The real star of NBA 2K2 is the stellar A1.

No game rewards you so much for playing smart basketball or punishes you so harshly for playing high school hoops. The only downside is that the Al. doesn't know when to back off, it won't allow a player under its control to be all that had. Even if he's a career bench warmar, he'll play as if he's emerged from a 10-worr funk to suddenly become Tracy McGrady

2 basketball simulation fans, even if it seems like a warm-up for a fully revamped return next year. That's still a long way off, and it's hard to resist the total package of greety graphics, solid controls.

Without a doubt, NBA 2K2 is the game to get for PlayStation and a challenging game of b-ball that you can pack up today.

ing game in terms of sheer polygon counts, but its animation runs direles around the competition and feels more autheotic

Early requitive commentary during the same is a stark contrast to the diverse. and concise accounts during replays Court sounds are said with lots of van-

NBA 2K2 and the most advanced-look-

ety and ambience: CONTROL

The version handles as sold as the Dreamcast version with an improved play-calling system to boot. Perfect analog response offers total control.

FUN FACTOR

NBA 2K2 makes for a slick and solid first Station 2, although there's will room for









NBA Courtside 2002



KOBE BRYANT HEADLINES for the GarrieCube. Unlike some of the



As you might expect. Countaide features large, crisp player models with smooth animations. For once, the crowd in a basketball game looks halfway decent. and the bench players are full polygonal



c there's a downside to all that silic Pressing a

n, but the C-Stick is

burron starts an animation not neclessarily an action. Sometimes those animaritos injulye an extra sign or two like an unexpected purposed shoot move from ourside or a two-step draw under the basket: which can completely mess up your play. On easy mode (the same's default), there's virtually no low-post same; you'll see foliancy of unconcested dunits. (You'll sac even more in Courtside's wickedly fun rooftop arcade mode.) On higher skill levels, you'll . . see much cougher D and realistic scenarios like aggressive fouling

toward the end of a game. Courtside uses the GameCube controller's C-Stick for passing. and it's intuitive-last point toward the player and the ball is gone. Unfortunately, selecting a defender with the same method is less precise, which causes fraction, especially in the paint. The sound effects and arena noises are nice, but commentators Ralph Lawler and Van Earl Wright sound so similar that you can't tell them apart-and after so many blurbs about "Vinsancy" and "TMac." you really want to just hear the players' real names. Plus, theout-and-easts commentary winds up being worse than simply not

flowing or sounding stuttered -- sometimes at doesn't even make sense it's the rame's worst attribute.



Hole Hearted

Customization of players is deep in some areas, week in others rivers are more tattook than hairstyles, which makes zero sense. However, if you turn off the commensary and learn to live with the arimation quirks, NBA Courtside





2002 offers a fair amount of fun G

www.interActA



shoots. I hold left on the analog stick he runs left. Pretty simple stuff So when I go to buy that second

're all the same, it's not like these

Of course, if a company can elop a product as sophistic as GameShark, they could bably make a pre



Most Valuable Player

I F HIGH HEAT MLB 2002 sloped under your rader last year you missed the best baseball game in years. Fortunately, High Heat 2003 provides another season ticket to superb baseball action, elevating as game with smart upgrades to the features and graphics



It's a Great Night for a Ballgame The only downers about High Heat 2002 were its lame graphics and

skimpy features, and this year's edition crases those shortcomings while maintaining the stellar gameplay that makes this game so compelling Repurmine players will find key upgrades like player creation, fantasy drafts. a home-run derby betting practice, a cutter pitch, interies, a sameplaytuning menu, a roster of unsigned players, and the option to adjust any player's abilities. Naturally, Season mode is also



all (teo (). 4 ()). There's a decent

nce you'll get the batter to whill

from High Heat 2003. More importantly, the gameplay is jaw-

droppingly good, beautifully mixing brilliant

and walk away feeling like you've played a challenging, exciting, authentic ballgame, not a brain-dead homerfest." Visually, the game's improved by leaps and bounds, although it still can't

hold a candle to the visual fireworks of Triple Plax. The stadiums and players sport much better detail, though some of the animations are a bit jerky at times It's a Deep Drive to the Track...





PROTIP: Early in the game, take lots of pitches until you get a feel for the pitcher's stuff. When you do, start guessing the pitch location with L2 and using the directional pad to aim your swing. A.l. and true-to-the-sport realism with a fast, exciting pace. You can get through a game in about a half hour

The audio performs more strongly, too, offering respectable ambientsound effects and sharp play-by-play commentary that kn't too repetitive.

The color commentator speaks up too infrequently, though, and contributes little when he does The controls remain outstanding. There's nary a cursor to be found, and the new analog support is a "well, duh!" addition that adds a lot. The pitchen batter interface mirrors what the pros do as closely as a controller can, and fielding and baserunning have a sample, natural feel. The only thing mixture is user

control over slides.

He Struck Out the Side! High Heat 2003 is the first baseball game out of the gates this season, but it's hard to imagine Triple Play or even All-Star Baseball coming close to this performance. If you have the slightest interest in baseball, run-don't walk-to score a copy of this excellent game. @





The commentary is more detailed and

less repetitive than it was in last year's game, but the color men doesn't have a whole for to offer Solid sound effects from the crowd and on the field round things out well.



Half of Hien Hear 2003's shrifts come from its intuitive playable controls

Fielding and baserunning are a trial-(though manual slides would have rocked), and the prcharghatting setup



FUN FACTOR 3DOs tesese baseball game hits one mound turling more heat than Randy Johnson Some PlayStation 2 baseball games might be prettier, but none are better and more authentic than High

Much-moreyed araphics showcase and

dean frame rate and decent players and

stadiums, though the animations are

sightly choppy, Overall, High Hear's

look can't compete with Triple Play's

Hear 2003.





NCAA March Madness 2002



PlaySestion 2 By USING THE same game engine as NBA PlaySestion 2 Buye 2002 and incorporating faster moving players, NCAA March Madness 2002 is a solid PlayStation 2 debut for EA's premiere college hoops franchise, despite a perplexong lack of sumentay incides.

Ripping Up the Court Presentation-wise, March Madness is basically

NBA Live with a face-lift. The players are smooth and fluidly animated, while the courts are pre-



cisely rendered with solid background details. New animations have also been implemented, including new.



ess 2002 feetures a Create-e de in which you can build and your own coll on college team and take all Four Tournement.

overabundant backboard shattering sequences. The in-game commentary does a good job following the action, while realistic charts and team-specific cheers fully immerse you in the game. Shots, passes, spins, and alley-cops are all easily performed thanks to a shorp and intuitive control scheme. By holding E1 and pressing O. X. or A. you'll quickly designate poss receivers and DirectSwitch to specific defenders. Though the gameplay in March Madness moves at a faster

pace than in Live, it is still a bit on the easy side. Save for the Senior difficulty level the computer A.I. is a bit thin, and you'll have little problem snaking between guards and stuffing dunks during most plays. One problem that hampered NBA Live, however, still persists: Allay-oops are still way too easy . to executé





Slim Pickings

Where March Mariness really falters, however is in its starting lack of gameplay modes. The Franchise, Dynasty, and Dream Tournament modes that made last year's game so robust are absent from 2002, severely crappling its replay value - a shame because otherwise March Madness is as solid a college baskethalf rame as you're likely to find on the PlayScation 2. (2)



InterAct also makes damp-fit

(1)

connect.

Cables, Exciting stuff, wouldn't you say? RFU, AV/S-video, extension

But without wiras, plugs and adapters I don't play. Period. So when I need a

cond to look for that purple "i" logo They make GameShark, gamepads

cables - all very compe



www.interActAccessories.com

SPORTS PAGES PROBEVLEUS

ESPN International Winter Sports 2002

STRENGTH in the sports arena has always been its party-enque Olympic

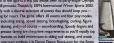


games, which emphasize twitch-finger skill prowess. Thankfully, ESPN International Winter Sports 2002. for the Xbox upholds the tradition nicely with a diverse selection of events that should keep youplaying solo or with a friend-competing for hours. The game offers 10 events and four play modes.









Graphically, Winter Sports delivers enough slick visuals to gloss you past the nauscating athlete close-ups, while the

idio track features an odd combination of low-key sound effects and what can only be deselevator music. Simple workmanlike controls hold up beautifully throughout. One major quibble, though: Why no four-player mode? In all, Winner Sports is one of those "universally fun" titles that coming fans of all pences can take to instantly (3)

World Tour Soccer 2002

APS BECAUSE IT'S a port of the popular Euro pean game This is Football 2002, 989 Sports' first foray into soccer fares better than the rest of the publisher's flagging sports roster,

While RFA 2002 is definitely a bester, more polished game, fans of realistic European soccer will find a lot to love about World Tour Soccer 2002. WTS hits the pitch with more than 300 teams, including a healthy selection of national

skating competition.

teams and European clubs-but no North American squads like the MLS or Mexican Leasue. If FIFA ist't quite realistic enquel for your teste. WTS should scraigh your soccer eich with its right, simustyle comeday and solid lineup of features, which includes custom teams, season play, the World Gup, and a variety of other cups. Exce

lent controls, including a sharp passing scheme, make playing the game a breeze. However, the praphics and sounds are merely respectable and lack the luster of those found in RIFA. **▼PROTIP:** The refs Still World Tour Socter 2002 delivers a worthy showing. If you're serious about Euro-



ESPN International Winter Sports 2002

from moguls to speed sketing to the grand Canadian pastime of corring-each involving a mix of thythmic PaRappa-like button-masking, lining up colored lines with other colored lines, and smilar mini-game fodder. It's easy to pick up, fun to play-especially with a friend-and there isn't really a throwaway. event in the bunch. The PS2 controller layout makes a couple events unnecessarily difficult, though even the most obnasious "mash two buttons repeatedly" events thro

in nice twists to give your fingers a well-deserved rest The graphics in the PS2 version look pretty good-especially the environments - though the PS2's anti-algority problems are prevalent, and the parpopares suffer equally from a lack of poly eons and a bok of charisms. The sound effects are convincing re-creating the sound of skis sliding down packed powder with surprising accuracy, while some DDR-reject music and announcer phrases ("Now they're heading into a great turn now!") are unintentionally amusing. Winter Sports is definitely one of the healther members of the Decathlon clone arms. (2)

pean soccer, try renting it to see if you want to pop for a season ticket. @

THIS DIRECT DESCENDENT of Track & Field consists of 10 events,











NFL 2K2



TOO BAD NFL 2K2 didn't make it to
Xhea The Xbox show in time to seriously max it up with Madden NFL 2002 and NFL Fever 2002. But now, NFL fans aren't going to find a classier trip of sames for any other system. The Season That Should Have Be

The best thing to be said about 2K2 is "whos!" It's basically a port of the PS2 version, but on the Xbox, its graphics are so much sharper and the joystick-dependent interface feels perfect.

Imagine that -- a game that loves the Xbox control layout. You can quickly and precisely cycle through your playbook just by swinging the levelick. The controls also hit the ocacreen action just right, striking a nice balance between Madden's conservative sim-style action and Fever's over-the-top player movement. Of course, there's always a with list: You can't by the play degrams over the defense at the line of scrimmage like you can with Madden and Fever You also cen't use diserums to set audbles during a game.

Visually, however, the player graphics are a knockout. They beautifully display the now-familiar 2K2 arcade-stylized player. models, and the close-ups of the player faces are uncannily realistic. On the field, the animation is crisp and expertly detailed:

you can almost feel every his. The audio rocks. The generic announcers sound okay, but they are right on with their play-by-play. The Action Replay calls, in particular, are standouts as they practically identify your con-

troller button presses.

Football Forever # NRL 2K2 featured updated 2001 stats, it would be a no-brainer. It doesn't-so if you've already invested in an Xbox NFL same (or two), the reasons for going for 2K2 at this point in the season, even as cool as it is, are sim. But if you've come lately to season X or if football insanity runs in your family. NFL 2K2 serves your most serious attention. O





no with the leastleb D stick. As the cursor drifts back, bit A. A.



ng to the side of an out pass pa



So go ehoed, call it cheeting I call it fun.

cheat.







www.linterActAccesso



Knockout Kings 2002

Victorious Kings

After last year's disappointing Knockout Kings 2001. EA is looking to reclaim the console crown with Knockout Kings 2002 by implementing a completely new engine, enhanced visuals, and more responsive controls. In fact, this newest entry into the boxing fram

chise will owe less to its predecessors and more to Empire Interactive's excellent Victorious Boxers. This, however, is a very good thing, and Knockout Kings 2002 already looks like it will be a huge leap forward in terms of graphics and gameplay Knockout Kings 2002 will have more of an arcade feel than previous install-

ments, and fighters will now be able to roam freely throughout the entire ring with much more speed and agility. The control scheme will be more intuitive and responsive with face buttons unlesshing dizzying jabs and hooks, and the shoulder trizzers being used for blocks and uppercut modifiers. As in Victorious Boxers, a light tap of the analog stick will sway your boxer's upper body, while a full push will move him around the ring. Also, you can expect fighting styles to accurately mimic those of real-life boxers, thanks to an augmented A.I. system.

Developed by EA Sports (PS2)/Black Ops (Xbex) Published by EA Sports Tarret release date: March HANDSO



and bruise when damaged in Knockout Kines 2002.









When We Were Kings But where Knockout Kines 2002 is really starting to shine is in the graphics department. EA is beefing up the polygon count per boxer and adding 3D mapped faces. producing detailed and uncannily lifetive simulacrums of real-life puglists. By combining motion-capture technology, hand animation, and motion blending, each fighter's move-







ments will be incredibly fluid with different puriching animations seamlessly blending into one another. Though the gameplay will be identical in both console releases, the graphics in the Xbox early build featured smoother skin textures and backgrounds. while the PS2 preview version suffered from heavy slowdows, which should be classed up by the time it is foundhed. We'll see if Knockout Kines 2002 has what it takes to nish the competition when it is released this spring.







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Triple Play 2002

WHILE LAST YEAR'S Triple Play was probably one ofthe best-looking baseball sames over made, it fell pretty short. in the exmentry department with its high-scoring, unrealistic action. If that's what you enjoy about the series, though, Triple Play 2002 is upping the ante once again, and one of the coolest

new additions will be its star-studded announcing team. Broadcasting superstar Bob Costas will call the play-by-play alongside color commentator Harold Reynolds of ESPN Baseball Tonaple. The visuals are also being souped up with

more in-filme cutscenes, and improved detail and animations in the play

ers' faces and body movements. As for the features, you can naturally expect all the propkyers and teams in season, plzyoff, home-run











'cursor-based system with no option for "old-school" Triple Play controls, but the cursors are being redesigned to look better and work more insusively. The fielding aids and player-highlight icons are also being re-







World of Outlaws Sprint Cars

DEVELOPER RATEAG EXCELS at den-track racers, and as first console foray is into the World of Outlaws, a sprint car league that already outstrips NASCAR in power and-just maybe-excitement. Short tracks, challenging handling, an image to-weight ratio (800 horsepower in 1200-pound card), and massive powersides will make for wild lead



















All-Star Baseball 2003

THE ALL-STAR BASEBALL series blend of wellfuned cursor batting and realistic gameplay has made it popular since the Nintendo 64 days, and after debuting











An in-game card-collecting system will use Donruss cards to enable ramers to unlock and trade cheats, while the Cooperswith legends like Reggie Jackson and Yogi Berra: Along with all the MLB stadiums.

town license means you'll find teams staffed you'll also find nine classic old fields and 10 new expansion diamonds. A three-man commentary booth will be staffed by Bob Brenly, Thom Brennaman, and Steve Lyons,



while new player models promise to augment the level of detail. All-Star Baseball 2009's session is scheduled to get rolling this February. (2)





Tiger Woods PGA Tour 2002

ALREADY A MARKED improvement over recent versions, Tizer Woods PGA Tour 2002 smartly moves realistic PGA action with some lighthearted but very fun modes. The awasome two-player split-screen Speed Golf (an exciting, manic race to sink your ball before onent) stands comfortable Heneside stroke or skins play at courses like Pebble Beach and Szwerzer. In the pre-



were version, the eraphics and load times were already share, but the analog-only swing controls still needed some polishing. If Tiger is

Developed and published by EA Sports Tarret release date: March















NBA Street

If YOU DIDN'T catch NBA Street on the PlayStation 2, you missed one of 2001's best sports stames. Luckilk you'll ere a secand chance to catch the action on the GameCube-and FA is

making your worthwhile In addition to some improved animations (transitions will be

more fluid this time around), the game's entire renderer code to being replaced, so the graphics should look better than before

ten it comes out this March.

with no slowdown at all. Street School is also being entranced so it won't be nearly as linear and there will be a new court: The Pant in Washington, D.C. Speaking of the nation's capitol, Michael Jordan's, return to pro ball as a Wizard will be one of the several roster updates you'll find in the GameCube version, too. As a result, Michael will no longer be the Street's big boss; that honor will go to Stretch, the stringbesn-with-an-Afro playground legend. The rest of NBA Street will be a straight port of the existing PS2 game. but all those upgrades will make it worth a second to















HANDS - ON

NBA Inside Drive 2002

NEL PRYEE GOT Microsoft's sports series



off to a good start, and the company is looking to continue that momentum on the basketball court, NBA Inside Drive 2002 will feature all the NBA players, teams, and arenas you would expect from a licensed hoop title, as well as the prerequistes like Season. Farmer, and GM modes. The preview version already featured a high level of graphical polish with detailed player models, smooth animation, and the most robust arenas seen so far on the Xbox Controls were smooth and easy, although some ball

physics still needed to be tweaked The courtside commentary will be handled by the trio of Kevin Calabro, Marques Johnson, and

Kenny Smith, promising a wide variety of play-byplay nooghibities. Unifor traditional sports titles, Inside Drive will feeture a reward system that unlocks power-ups and classic NBA team when you achieve certain goals during the game. NBA Inside Drive is







shelves soon. 9





in the final stages of completion, so you can expect to see it on store

















OLE-PLAYER'S REALM



Developed and published by Betherda Softwarks Target release date: Spring 2003

The Elder Scrolls III: Morrowind

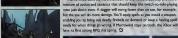


MORROWING WILL BE the third game in The Elder Scrolls series, a saga that has enraptured PC RPGers since

The Elder Scrolls: Arena hit shelves in 1994. Morrowind will feature an immerse, nonlinear story line and a world so detailed that you won't even have to follow the main plot if you're not interested.

The preview build of Morrowind showed that the game still needed work, but the game's visual beauty was never-

theless apparent, and the already-impressive depth boded well for the epic scale of the final version. Character creation was particularly interesting. You built your avatar by resistering for release from prison, and your answer to the game's questions dictated your race, class, and stats. Morrownd's controls were a bit slow in this version, but they showed a















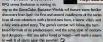




Evolution Worlds



THE POPULAR DREAMCAST





Tarret release date: Sun





OLE-PLAYER'S REALM







PLATFORM WITH ITS STRONG emphasis on story and a large case of man characters, this quest, slow burn adventure from Atlus unfolds more like a novel than your traditional RPG The concept is pretty novel, too...even if the execution

leaves quite a bit to be desired. A TALE OF ONE SITY

You play as Reisa, a disembodied lengths who must heal the hearts of an

entire saddened town in order to make peace with past sins and reclaim his lost physical form. As you leap from body to body, finding special

kitties and tackling hordes of unleashed exils, you engage in tasks that cross the gameplay terrain of traditional RPGs, graphic adventures, and even Resident Evil-style games.

ABNITERBURY LEBP

While Tsugunai definitely sports an original idea, that's really all it has going for it. The graphics are strictly first-generation with unpolished characters and environments. The

sound effects inspire a big of "whatever," but at least the Irish folk sound

track is gleasone to the ears. Observative movement is clusion and the menu system can get unwieldy, especially when you're assembling the game's legaw puzzle-like magic runes. And, despite a rifty timed-defense system, combit quickly becomes a bore thanks to a limited variety of enemies and the fact that every character

you leap into is basically just Reise wearing different skin textures. Tsugunar has high ambitions, but winds up reaching only a few of its lofty literary goals. Unless you're an RPG freak







or a staunch supporter of anything "different," you'd probably be better off with a good book...or a 24-hour marathon of Quartum Leap episodes on the So-Fi Channel. @

GRANDIA II was an eve-opener as an RPG for the Dreamcast: It still holds its own as a solidy constructed but direct part in the more crowded PlayStation 2 funtasy camp where everything is overshadowed by Final Fantasy X.

Combat in Grandia Style

This epic tale of good versus evil centers on Ryudo, a wandering sword-for-hire, whose current job is to escort a young priestess on a quest to free herself from possession by an evil power. As the tale unfolds, Ryudo discovers that his own fitte is tied to his traveline companion's.

Grandia tells its story with a fine audio/visual show. Sharp-looking character models take on a brightly colored, gnime style. The monsters and creatures. ook bizarra and even disturbing. Spellcasting looks awesome, too.









t if your IP gauge's si cancal an anemy attack





The sounds, however, are a little more uneven. The voice-acting is Grando Il's smart combat system, on the other hand, is challeneing and fun. The crisp controls open up a nice combination of real-

time and turn-based combat with a premium on strategy and tactics. The unique sliding scale Initiative Point gauge sort of previews the action to help you plan attacks or defenses for your four-person partx. There's also a creative magic system that enables you to build up spells and transfer them among the different characters, too.

Ali This and Grandia II

This game holds up well as good, basic RPG fare. If you're looking for a well-made, challenging adventure, consider having a Granda time. (2)

ole-Player's Realm___ PROSTRATEGY GUIDE





Looking for that certain element to upgrade a weapon or shield? In this ProStrategy Guide, we show you which monsters yield important items and other elements that you can use to create an awesome weapon or build your defenses.

By Mage-or Mike

The Art of Stealing



As you develop various character abilities, you can learn how to steal from monsters-and hossesduring battle. Any items that you take can then be used to upgrade weapons and armor when the Customize menu is unlocked later in the game

Besaid	
Item:	
Phoenix Down	
Potion	
Fish Scale	

Condor Dingo Water Flan

Here's a list of the monsters that are lurking in each area and the items that can be stolen from them with the Steal or Mug commands. Some monsters weld more than one item Species Conquest Vidatu One-Eye

Crim Lands ream Powde Grenade Ivoello Pr

Mana Spring

Monster(s): Skoll Flame Flam Mech Scouter Chimera Brain

Nebiros

Malboro

Hi-Potion Petrify Grenade ence Grenad Smoke Bomb Dome: Interior Candle of Life

Lightning Gem

Lunar Curtain

Djose Highroad

Poison Fang

	Monster(s):
er.	
	Simurgh
	Funguar
	Lamasheu
	Basilisk; Rapto
	Bunyip; Garm
	Funguar
	Bite Bug

YAT-97; YKT-11

Defender Z

Fallen Monk

Monster(s):

Bandersnatch

Behemoth

Mech Defender

Sleep Sprout

Monster(s):



Farolane Shad

Farplane Wind

Healing Spring

ana Soring

hadow Gem

Soul Spring

Monster(s): Don Tonberry Carniar Kine Cocuriregina Cactoblepas; Vorbar Chimeragest formungand

Malboro Menace

Earth Eater, Greater

Sphere; Neslug, Shinryu

Abyss Worm

Kottos

All Bhed Posi Dream Powder Frag Gren Hi-Potion

Mega Potion Musk Soul Sorine Star Curtain

Purifying Salt Gagazet: Mo

Holy Water

Lunar Curtain

Solasher Mech Leader; Splasher Grendel: Nichoes Rehemoth Grendel Ahriman Mandragon Dark Flan Achelous: Maelspike

Kilika Antidote Killer Bee; Ragora Electro Marble Yellow Element Petrify Grenade Dinonix Dinonix

Lake Macalania Arctic Wind Chimera; Ice Flan Fish Scale Rive Element Evil Eye: Guado Guardian; Mafdet

Murussu; Xiphos

Lightning Strike Sleeping Powd Macalania Wo

Monster(s): Arctic Wind Fish Scale Blue Element Hi-Potion Murussu: Wasp; Xiphos Lightning Marble Chimera Petrify Grenade guion

Mi'ihen Highroad

White Element Bomb Fragment Floating Eye Echo Screen Electro Marbie Thunder Flan Hi-Potion Petrify Grenade

Dual Horn piria Milihen Fang, Raldo; Silver Hourglass Vouivre

Mt. Gagazet Monster(s): Item: Al Bhed Pot Mech Defender Antidote

Dream Powder Bandersnatch Behemoth Grenade Grenade Mech Leader; Splasher Grendel; Nidhogg Lightning Gerr Imp Ahriman

Mandragora Soul Spring Star Curtain Dark Flan Water Gem Achelous; Maelspike

Mushroom Rock Road

Monster(s): Red Element Thunder Flan Lamashtu

Silence Grenade Funguar Silver Hourglass Lamashtu Smoke Bomb Raptor

Omega Ruins

Monster(s):

Varuna

Puroboros

Adamantoise

Master Coeurt Wraith

Farplane Wind Fire Gem Healing Water Hypello Potion Lunar Curtain Mana Spring Mega Potion

Black Element: Maches Defender Z Master Tonberry Floating Death etrify Grenar Demonolith: Zaurus Shining Gem Black Element Stamina Spring Spirit

Machea Bikanel: Sanut Desert Monster(s): Chocobo Feather Mech Guard Mushussu Shadow Gem

Sand Worm Sand Well Sleeping Powd Smake Bomb Alcyone: Zu Sin Monster(s): Barbatos Wraith Behemoth King Adamantoise

Gemini

Barbatos

Demonolith

Great Malboro

Monster(s):

Item: Blessed Gem Farplane Wind Healing Spring Light Curtain Silence Grenade Star Curtain

Sunken Cave Farplane Shadow Hi-Potion

Epaaj; Nidhogg; Lightning Gem Lunar Curtain Defender Mana Spring Cocurl Phoenix Down Ghost Malboro Remedy Shining Thorn Dark Element Silence Grenade

Thunder Plains Chocobo Feather Light Curtain Petrify Grenad

Monster(s): Oactuar Aerouge; Gold Element Buer; Kusariggu Iron Giant Larva Melusine Melusine

Hi-Potion Mega Potion Soul Spring Star Curtain

Monster(s): Behemoth Grendel Grendel Ahriman Mandragora Bashura Dark Flan











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GameCube ProReviews..... All / Some / None

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3. What game systems do you plan to buy in the next 12 months? Physician 2 □PS one ☐ Game Boy Color □ GameCube ∩ Dreamcast □PC/Windows □ Xbox □Nintendo 64 □ Mscntosh G3/G4/Mic ☐ PlayStation ☐ Game Boy Advance

Tell us what you THINK!

DWWF Raw & War 2

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□ WWF-SmackDown 4

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migizne

Halo Professegy Guide in

☐ Harry Poster 2

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PlayStation₈2

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WATCH YOURSELF - GEATH SOULDS PROW. THE STREETS LAUKING FOR TROOPER















March 2002, Kain returns to video gaming's high-throne of bloodthirsty bad-asses.



When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.



Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

THE LEGISLATE RELEASE NAMES



Kain Awakens This Marc





METAL GEAR SOLID 2

SONS OF LIBERTY

MGS2 IS LOADED WITH TOUGH BOSSES, TROUBLE SPOTS, AND COOL HIDDEN FEATURES. IN THIS PROSTRATEGY GUIDE, WE SHOW YOU EIGHTEEN HOT SPOTS. BY "GOLDEN AGE" MAJOR MIKE

1. WEAPON LOCATIONS





TANKER CHAPTER

Wesponitem:	Locations
Sex I	Geck-D, Crew's Querters
SOCOM	Nevigational Deck, Wing

Navgational Deck, Wing

ANT CHAPTER			
eapon/Item:	Locations	Card Ke	
	Street Warehouse, B1	Less12	
Suppressor	Shall 1-2 Connecting Bridge		
	Short 2 Core. B.J. Fleranker, Chamber No. 1		
	Strut A Pump Facility	Level I	
	Sona F Warehouse	Level1	

Box 1	Strut A Pump Facility	Level I
	Sone F. Warehouse	Leve 1
Box 3	Strut E Heliport	
	Stall I Gove B2 Comparer Room	
Bax 5	Strut E Parcel Room, 1F	
Otgest Carners	Strut E Planti Room, IF	Level 5
M4	Strut F Warehouse	Level 2
	Surur F Windonste	
Microphone	Shell Care, B2 Computer Room	

Digital Carners	Strut E Partiti Room, IF	Level 5
	Strut F Warehouse	Level 2
	Siner F Windowse	
Microphone	Shell Care, B2 Computer Room	
Max Detector	Strut E Parcis Room, 18	
Nicea	Shell 2 Core. B1 Fitration Chamber No. 1	
	Shell J. Core, B1 Fitzitzion Clumber Nis 1	
	Struc F Warchouse	Level 3
	Shell Core, BI Physics Clarrier Nr. 1	
PSGI-T	Struc F Warehouse	Level 3
RG86	Save F Warehouse	1kvs.3

CONTROLLER LEGEND

2. SHAVING SNAKE 4. CODEC FUN



At the start of the Plant Chapter, in Strut A Deep Sea Dock, hang over the railing by the pool and move over until you can enter the cased



When you meet up with Pliskin in Strut B Transformer Room, you get an extended cinema, and his stubble will gradually disappear as the game progresses

3. DIRTY TRICKS

No Reply at All: You can deprive various guards of communication with other guards. Simply shoot out

their walkie-calkies and they can't call for reinforcements if you're spotted. Guards keep walkle-talkies on their belt. The PSGI-T and M9 are the weapons of choice for disabling communicators



Point-Blank Claymore Drop: If you anesthetize an enemy and don't want to take the time to take him him and plant a claymore mine. The mine will detonate immediately upor "plantation" and take the enemy out with a single blast. Nasty, but quite



like zoom in and fisten to what your either character, press the right (R3) or left (L3) analog stick



thinking, press R2 when someone is talking to you. Your character's resction depends on how hard you press the R2 button.

5. BOX



Strut E Parcel Room: Boxes aren't just for concellment—they can also be used for transportation between struts. Once you acquire a box, head to the Strut E Parcel Room, Stand on the scale in the southwest corner and equip any box. When the conveyor belt completely stops, walk onto the belt and you'll be taken to any of the corresponding destinations listed below.



Strut B Transformer Bax 2:

Day 3 Strut A Pump Room 8ax 4: Strut F Whrehouse, B1 Roy S Strut E Parcel Room Cower level

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6. DEALING WITH CAMERAS



grenades on mounted cameras.



Instead, use any firearm to perma nently disable them...but make surand use a weapon with a silencer if enemy guards are nearby.

7. BOMB HUNT



the upper-right of the bis mirror on



Strut D Sediment Pool: The bomb is underneath a panel that is along the west wall on the bottom



Strut A Pump Facility: The bomb is in the middle of the room. To get to it, crawl under the pipes until you reach the middle of the room. Wh you reach the red pipe, crawl underneath it until you reach the bomb.



Strut F Warehouse: The bomb is located on the bottom floor against the west wall. You can only reach the bomb by jumping to the lower level



Facility: The bomb is up on the roof, underneath the Harrier jump get near its rear wheel.



bombs, return to Strut C Dining Hal and take Sensor B from the partry



same room where you began the Plant Chapter of the game WWW.GAMEPRO.COM LETTERS@GAMEPRO.COM



METAL GEAR SOLID 2: SONS OF LIBERTY

8. FATMAN FIGHT



Strut E Heliport: After you freeze the bomb, you'll then start a fight



At the start of the fight, make surensor A is equipped at all times that way you can see where Farman ts any bombs. If you reach a location and can't find a bomb that he planted, look on top or undernessh the "hot" area.



To defeat Fatman, knock him down with punches or pistol fire. As he tries to stand-he'll start on all foursshoot him once in the head. Unforms nately, you also have to watch out for bombs that he plants around the heliport. Unless you freeze all the bombs before the timer expires, you fall the mission



Fortunately, Fatman isn't the most coordinated explosive expert, and he occasionally trips himself-hence a loud thud and slight shake on the Dual Shock controller. When this happens, get him in your sights and goo him in the head



that Fatman was babbling about while he was being defeated, simply drag his body away from the spot where he fell. You also automatically shake Peter Stillman's dog tag from Fat-

9. HOSTAGE RESCUE



Strut F Warehouse: Here you can find the M4 and the AKS-74s. Make sure that you have the AKS-74u before you try and rescue Ames, who's located in Shell I Core. Without the AKS-74u you cannot get past the security camera by the elevator on level IE However, you want to go to B2 first and get the Microphone Once that's obtained, so to level BI.



Once you get to level B1, you have for in a chokel old and then drag him to the retinal scanner



Looking at the radar. Ames is located near the middle of the screen at the bostons' After the lengthy conversa-tion with Ames, and when Oction approaches, equip the AK-74u and

10. SNIPER TIME



out 10 targets that have been strateeach control unit for the Semtex exsive explained as if you're looking across the bridge at the doorway on the opposite side. Although you are strongly urged to use the PSGI, you can take some targets out with the SOCOM piszol.



Another unit is directly ahead of you and down a little.



Look for the spot where the bridge dens—you can find another uni in the left corner



You can start by taking out the two units flanking the loor at the other end of the bridge





ere are two mine units locasso just down the smill flight of steps over to the left



right? They're covering another uni



That's a very cool-looking flag over to the left, yes? Keep looking at it and you can see a unit located on the wall behind it.



of the doorway right behind you.

PROSTRATEGY GUIDE



Now for the list — and most difficult-unc to take out. Look for the Cyphei hovering above the building on the opposite side of the bridge. The unit is mounted on top of the Cypher-If you hit the Cypher arrywhere else boom! The easiest way to take the Cypher out is to find a spot where it pauses, line-up your shot, and then wast for the Cypher to return to that

hit the white part at the very topnot the black area with the grelight. It's time-consuming but it will ent the job done

11. HARRIER 2



Item Menu at all times during this battle. If you take a big hit with low ealth, it's instant Mission Failed.



aim in its direction and wait. When it approaches, lock-on to it, fire, and then crouch; if you don't crouch, the jet will blow you over as it passes by



overhead and burns you with its jet engines. Although you take a little

damago, aim directly over your head and bunch as many missiles as possible before the let flees.



When the Harner's energy is about half empty, it bunches cluster bambi that destroy part of the top platform and infict massive damage. It's difficult to avoid, but it can be done



After the onems where the Harrier 2 bunches what appear to be balls of light, run to the railing in the middle of the platform, hoist over the rading and dangle. You should escape harm.



kness across the smashed wall To reach them, line yourself up as shown in the above screen, run for ward, and then jump. You should successfully land on the other side



You can collect some ammunition but the real prize is an AK Suppressor. To get it, use the coolers to extinguish the fire. Once you obtain the suppressor, equip it on your AK 74u, and you have a machine gun with a silencer



rocket launcher in at the south end of the first long corridor in the flooded floor of Shell 2 Core, B1 Filtration Chamber No. I. Once you have the Nikita, return to Shell 2 Core, IF Air Purification Room.



walking into the Nikita missile. How ever, you can move him to a safe location before you navigate the missile to its target. Go to the room where the president is imprisoned and prest against the west wall. Start knocking on the wall and the president will ap-proach your location and tell you to knock it off.



When he's right against the wall, run south, climb on top of the crate and fire a musile into the opening. Navi gate the missile through the shaft and hit the power generator in the room

13. FIGHT VAMP



duction, return his greeting with a

stinger mistife. If you blow past the dialogue, remember one thing: If you fell into the water, you will fall the mission.

METAL GEAR SOLID 2: SONS OF LIBERTY



SOCOM and shoot out the lights located in the room along the wes and east walk



to the north end of the room, collect the nearby ammunition, and equip the when he does, shoot the projectile out of the sir with a machine gun.



like a top and launch several blades your way. However, when he finished he's vulnerable, so fire away when the red glow around Vamp fades. Before Vamp jumps back into the water, he claps his hand twice—that's your cue to change position



After Vamp jumps back in the water, return to the south part of the room,



METAL GEAR SOLID 2: SONS OF LIBERTY

14. CLEAR A PATH FOR EMMA



Strut L Oil Fence: You've got five more mines to shoot out on the first wolkway and two on the second walkway. Be sure and equip the thermil goggles so you can pick out tu-



Take the mines out first while you have the Pentanazemin to keep your accuracy up. Emma can survive limited enemy fire, but if she steps on a



If you run out of ammo, click off the sniper rifle and look on the platform



When the nasty surprise hits on the third walkway, zoom in on Vamp's head. When he briefly moves Emma out of the firing line, quickly squeeze off three shots in rapid succession and then hold your fire until Vamp's head is in the clear again. Do not try and shoot over Emma's head-wou'l hit her arm instead.

15. FMV "FUN"



Arsenal Gear—Ascending Colonc Near the end of the game, after you pass through the guarded corridor, you can watch an extended video ment. When the map located in the upper-right corner switches to footage of the woman, stand still and you can watch an extended sequence



Arsenal Gear—Ascending Colon: Here's how to acquire the clusve dog tog number 00: After Snake gives you the High Frequency Blade, sherth the weapon and knock him down with a



After he gets up and reciliaces, hit him with a second combo attack that should briefly knock Snake out.



While Snake is unor shake out his dor ton

17. METAL GEAR RAY



and-run tactics. Right at the start, completely replecish your health If you run out of rations, extras oc casionally re-generate in the middle of the circular "basisfield."



When aiming at one of the Ray units go for the head. You can lock-on to the knees, but the real damage is scored with headshots



deadlest of which are homing-missiles. that come in two forms, vertically and horizontally. The death-from-ab types aren't too difficult to avoid, o adering that you keep moving



The horzontal ones, though are trick Start running when they're bunched and then press X at the last minute and they should slip past you





Simply dangle of the edge of the root and wait for Solidus to approach. When he stands at the ledge over you and asks, "What are you doing!" he's preparing to strike



The moment Solidus's sumural blades turn blue, immediately tap \triangle to hoist back onto the ledge, and then immetely rotate the right analog stick 360 degrees



Although it may look as if Solidus will hit you, he won't



epeat the p ttern until Solidus is



Prepare for a beating...

The first real fight of the 21st century is coming to PlayStatione2 computer entertainment system...





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THE FIGHTER'S EDGE

Unleash your inner Smash Master! Plus, tips on how to unlock all 11 hidden fighters and 11 secret stages in Nintendo's 2nd Annual All-Star Celebrity Battlethon.

By Star Dingo

Basic Moves

Here are all the boxics you need to learn on the road to becoming a Standard Attack Hold AD, tap A

Standard Smash Attack Ten (AD A)

Special Move Hold AD, tap B Special Smash Move Tap (AD B)

Dash Tap +. +

Duck

Drop Through Floor Standard

Combo Attack Tap A repeatedly Grah Enemy Tap Z: or hold DEF, tap A ummel Enemy After a Grob, tap A repeatedly

Throw Enemy After a Grab, tap AD Pick Up Item

Tap A Drop Item Tap Z

Throw Item Hold (AD DEF), tap A; or hold AD, tap Z

Smash Throw Item Tap (AD DEF A); or, tap (AD Z) Shield Hold DEF Hold DEE tap ← or →

Ground Dodge Tap (4 DEF) Mid-Air Dodge While in the air, tap (AD DEF)

Controller Legend R = Defend (DEF) L = Defend (DEF)

Z = Grab, Throw Item A = Standard

D-Pad Us = Tauns

C Stick # Zoom Cam-

L.R. . Defend (DEE)

Tap any direction

Melee Master

Offensive Moves

Super Street Bros. Mains isn't like other fighting games. In fact, some people wouldn't call it a fighting game at all. When it comes right down to it, all you need to worry about is scoring the final blow that knocks an opponent out of the arena.

Smash Moves A wise are once said that to

master the Smash is to master the Molec-it's the game's "finishing move," so to speak, the way that you'll wind up knocking most of your foes out of the arena to score points. Your score spes up +1, theirs spes down -1. It's that simple. And remember, "stealing" other players' KOs isn't just an eccepted way of life...it's an

absolute necessity The method for executing a Smash Attack is the same for all 25 characters-tap (AD A). For even more power. Smesh Attacks can be charged for up to one second before they automatically are released upon a foe. If you find that you're having problems pulling them off consistently, ten the control stick a traction of a micro-



ever you're doing and make the damaged enemy your primary target.



the closest edge of the stage; never Smash toward the center of the arena.



tack by simultaneously tacoing (AD A)... GAMELINO HARCH 1101





and SMASH them out of the play areal The higher your opponent's hit percentage, the further be'll fly

Grabs And Throws

Grahs and Throws are efficient ways to do a lot of damage in a short amount of time. Make sure no other opponents are around because performing a grab leaves you extremely yulnerable to third-party attacks before, during, and after



First, out up a shield by holding the DEF (L or R) button.





your querry, Don't owerdo it, or they'll shake loose and escapa-

Now tap the control stick in any direction-preferably over a cliff or toward the edge of the staps-and hope they don't make it back to solid around.

Special Moves So many characters, so many special moves, so little time. Basically, tapping (AD B) will perform a special move, And, depending on the move and character, things can change whether you jump, or charge or Smash the special move. You can experiment to figure out what's best for you, but here's hasically how the spe-

cial moves break downs Projectiles

These are standard long dis-

tance attacks that do medium damage. They are typically performed by pressing B alone or In tandem with → or ←. Since they've got little to no "smash" wite, they're mostly good for keeping enemies away. Examnies include Mario's fireball (Ri or Link's arrows (B).



Tapping († B) or (4 B) will often send anyone within your general vicinity flying away from you. Use these growd-clearing techniques to diminate chaos from your life. Examples include Link's Sword Spin (* B) and Donkey Kong's ground slam (BL



Attack in other words, direct 'n powerful. They're most often performed by charging B, then wisseing, Marth's Charged Sword is a good example.



If you do a special move and have no clue what it did. chances are it's a country. These immobilize you for approximately one second, but If someone tries to attack you they'll receive a HUGE amount of damage. You'll generally find counters attached to (4 B) attacks. Examples include Princess's "holding up Toad" attack, Jiaghouff's "fall aslesp" command, and Marth's "hold sword and

change colors" attack.





Samus's Bomb Attack (Bills a prime example of a Grizt—a minor missage that generally doesn't do more than 1% or 2% damage. It's best-suited for annoving your friends, or keeping opponents away while you're trying to escape. Try to



used, could actually lead to your own suicide. Fox Mo-Cloud's Dash Attack (+) Ri will certainly hurt your foe. but more often than not, it'll send you flying over the edge, too.

Items

Always go for these übernowerful items, or else you opponent could get them and smash you instead:



Two A, push the coerrol stick toward a large gathering of focs, and you'll slam down on their heads. If they've even suffered a little damage, you're likely to score multiple KOs.

art of the Dodge.

how to triple jump first.

Jump once by tapping X, Y, or

then jump again at the peak

now hold 1 and crass 8 to perform a special move that hurls you further into the air.

wiggle the control stick to

ap out of it

for a second leap...

Shield

† on the control stick...

form (male surrans.

Poké Ball

Constitution of the last Depending on the caliber or Pokemon that's randomly unleashed, chaos and mass

damaga reign supreme...on everyone except you.



While the Hammer's Smash Factor has been reduced since the N64 version, it's still 10 seconds where no one will dare get pear you



It's rather unwieldy, but experts with the bat can be insenely fethal. Use it like a require Smosh Attack, and try making contact with just the tip



Don't want an item? Well, don't just drop it...chuck it at some one by simultaneously tapping (AD Z), Thrown items pack a surprising amount of Smash power and some items like the fittle pink pills) have about a

ing on contact.

0 - 0 Stand still and hold the DEF button (L or R). but pay attentionone in eight chance of explodafter four seconds for multiple hibd the shield will shatter, leav ing you dazed and vuin able. Repeatedly top A or

Defensive Moves

You know you're a beginner if all you do is run away. Learning triple jumps, shields, and rolling are steps in the right direction But you'll never be a true Smash champion until you master the

Triple Jumps Roll Learning how to saving you self from death is just as important as taking out other players—so you'd better learn

Note: Ness and Yoshi cannot per Put up a shield, then press +

or - to roll roughly three character-lengths. Ground Dodge

Tap (4 DEF) while you're on the ground to do a quick sidesten. making you essentially invincible for a split second. This technique is involuable because of its speed and its ability to

set you up for easy counters fid-Air

Tan (AD DEF) while in mid-air and you'll quickly slide out of harm's way, and be invulner able for a half second. A few characters (Ness and Yoshi) can use this as a substitute



To prevent their return, wait until they use their special third attack "jump," then wheck 'err with a projectile attack to send 'em back out. Make sure you're a little bit back from the edge so their third attack "iumo" doesn't hit you. And choose your projectile wisely, since some (like Link's boomerang) are "blocked" by your oppo nent's third attack "iump,"

Advanced Techniques

Roll 'n Grab A useful evasion-attack combo

It's not quite a reversal on a DOA3 level, but it's the closest















If you know you're battling an

Edge Master, it may be time

to move beyond the standard

triple-lump technique and use

the Mid-Air Dodge (AD DEF)







tap A) before hurling him away **Edge Master** After you send an opponent over a bottomiess edge, they'll inevitably by to return







can use their Grab move as a way to save themselves. Just tep Z as you're falling to latch onto a ledge



DO YOU BELIEVE IN MIRACLES?

CELEBRATE HUMANITY



Secrets of the Smash



Hidden Characters

uper Smash Bros. Melee features 14 original characters and 11 hidden ones, for a grand total of 25. Several of the hidden characters can be unlocked in multiple ways—but hore are the sure-five

methods to add them to your contineors. Keep in mind that once you fulfill the requirements, you'll still have to fight the character in a medium-difficulty one-on-one dual before they're yours, so be sure to use a character you're pretty proficient with before attempting to unlock these characters. And feel free to keep the difficulty set



way to unlock MewTwo is to

clock a total "Combined VS.

Play Time" of 20 hours, Check



puff is the first characte vov/II probably unlock. Simply eat the Classic or Adventure



Ahh, good 'ol...Marth. You now...Marth-from Fire Emm. Just play at least one VS. with each of the origins 14 characters, and this indigo

Dr. Mario



Young Link



title clone of regular him as Marth in Classic Mode without dying and he's yours.



Unlock the insidious Ganondorf by defecting him in Event Match 29: Triforce Gathering. is moves are identical to those of Captain Faicon, although he's

ombardi



The easiest way is to choose Link and just use his regular T A attack. Or, if you're f

ing really cheap, just use Don-key Kong to slam the floor (4 B) until everyone's dead Roy

celly a Marth clone, Best

to Very Easy-no one will be the wiser.



While Luci shares some moves in common with Mario, he definitely has a personality of his un this time around

to pole just as the timer's th diat show the number (05:00", 54 or 08:12, 15, for

A short movie will play showing Luigi strooms on Mario's head



Luigs and Princess Peach stop battle, then best Adventure ode, and Luipi is yours.



not surprisingly, a Pikachu clone. Best Event Metch 37: m/her/ft to your Polyidex



straightforward fighting tactics. nstead, make it your top prior ity to grab the Pole Balls before sphouff does or else all is lost Choose Samus and Screw Attack (* B) incessently to cut to the Poké Balls first.



Then just let your game sit there for five hours. Go out to dimer and a movie, come back and you've "earned" yourself a

Mr. Game And Watch



old Mr. Game and Watch in all his poorly-animated mono-

Hidden Stages

Think 11 hidden characters is a lot? How about 11 hidden stages. most of which are a pain in the ass, and not particularly worth

the efforti Planet Zebes: Brinstar Depths

Play 50 VS. Mode matches to pen this Metroid-thamed leve

Every time Kraid comes around

and swipes his claw, the whole

evel will rotate 90 degrees.

a high-speed F-Zero Race will

be underway.

Eagleland: Fourside



Ah, scenic Subcon, the land of dreams, the 8-bit reaks of King art. To open this Super Morio others 2 flashback, get the Birdo Troolty one way or another. You may come across it domly or, if you have lots of





Past Stage: Kongo Jungle Play 100 VS. Mode matches to open up the rooftops of Fourside, the alien-plagued r olis from Earthbound



Melee with any character in o der to get this stage. Unforte nately, 15 minutes is a lot longer you've only got one life and any tiny mishap could send you careening to your doom. It's easily one of the most patience-trying



frame enemies may throw

So, when style and skill won 30a (10a 1988 suffice do it with Dookey Play 200 VS. Mode matches to Kong! Stand just under one open the super-surreal Poke of the two lower pistforms. Floats level, where you fight on top of countiess Pokemor as shown above, to avoid as any wayward explo balloon-things in the middle of items as possible, and slam the stratesphere the floor fhold 4 and tap B repeatedly) for 15 minutes streight. The only things you really need to watch out for are items that the wirpPast Stage:



ack Mr. Sandbag over 1300 feet with any character and you'll earn this blast from Yoshi's past.

he easiest way is to pick R Don't even bother picking a the bat. As soon as the timer starts, attack Mr. Sandbao with a Smash Attack († A). As Mr. Sandbag hovers in the air, charge up another Smash Attack († A) and release it before he hits the cround. Recent nace more, for a total of three mes. Mr. Sandbag's damage hould now be over 50%. As Mr. Sandbeg is dropping after the third time, charge B to its olute fullest (It's OK if Mr. Sendbag lands now) and well for it to automatically release







You can't get this Kirby throw back until you've earned all 25 characters. Once that's done, you must then best the Target Test very character, being sure to win each one in less than two minutes. If you beat a character's Target Test when you yed it as a Classic ode bonus level, then

don't worry about best

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ing it again—that already counts!



14 characters are northy straightforward; the ones for the 11 hadden characters, however, are a pain in the ass, designed so you'll have to utilize all your pecial moves and techs in really "creative" ways. Some leap back and forth against walls-on invaluable tool to elp you get up narrow vert



Mr. Game and Watch under any difficulty mode then you'll

et this bizarre digital watch up to 50 meters.



Now all you have to do is beat

All-Star Mode once on any

Afficetty level



To open up the Battlefield, first Random en up All-Star Mode by beat aracter ing Classic Mode with all char cters-hidden ones incl except Mr. Game and Watch



character grid (as shown above) and tap A. G





in Al-Star Mode, you'll figh very single character from the game using only one life ween match

um to a central "bub" intainers. Save them for hen you really need them. since that's your entire so





Devon Sawa psychically pre dicting airplane crashes. Just you your friends, a flat plane and a trippy background. Beat all 51 Event Matches and the Final Destination is yours

Other Smashing







BUNEWALL

Submit your hattest Cade Vault tips! Each month, the reader with the winning tip receives a product from Capcam, which features such high-quality games as Meag Man Legends 2 for the PlayStation! Kunners-up receive a pamerro T-shirt.



TONY HAWK'S PRO SKATER 3

All Characters









At the Main Menu, select Options, and at the Options menu, choose Cheats. At the Enter Cheat Code screen, enter YOHOMIES as a code. If entered correctly, you'll hear a sound and all characters will be available

Michael McDuffey-Madisan, MS

STAR WARS ROGUE LEADER: ROGUE SOUADRON II Art Gallery, Developer Commentary, and More





At the main menu, select Options, and at the Options menu, choose Passcodes. At the Passcodes screen, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, R2D2 will chirp

Black & White Graphics Concert Hall:

PINSIDER View Credits.

CEL DAMAGE

Plastic Rendering Mode, Unlock Transylvania Levels, and More









Create a new file and then enter any of the following names to unlock these chests. If you entered the code correctly, you'll hear a horn Penal Rendering N

Plastic Rendering Mode: FAMPLASTIC Non-Simultaneously press and hold L. R. and Ub for three seconds to make of character hoods grow

Unlock Hazard Weapons BAZARDONS Unlock Personal Waspons UNIQUENPES k Transylvania Leve

TONY HAWK'S PRO SKATER 3



you entered the code correctly the screen will shake



NHL 2002 Hidden Players













Ed Robertson Steven Page Kevin Rearn Jim Creeggan Tyler Stewart

WAVE RACE: BLUE STORM









FUZION FRENZY





Pause the game, press and hold L, and then enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

Rist Person Mode: Press Y, B, Y, B. Mutant Mode: Press Y, B, X, X

Squeaky Vokes: Press Y, X, Y, Y. Welsh Mode: Press Y. Y. Y. Y.

NFL FEVER 2002





Demo Hode: At the title screen when the words "Press Start to Continue appear, simultaneously press L, R, Black, and White. If you entered the code correctiv. Demo Mode will automatically load.









Unlock All Teams and Stadiums: At the main menu, select User Profile. At the User Profile screen, choose Create User Profile, and then enter BROADWAY as a name. If you entered the code correctly, all teams and stadams will be available.



TONY HAWK'S PRO SKATER 3

Maximum Stats and Unlock FMV Sequences







At the Main Menu, select Options, At the Options menu, select Chests, and then enter the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound.

Meximum Strits: Unlock FMV Sequences:

TONY HAWK'S PRO SKATER 2x All Levels and Master Cheat



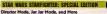






Left, Left, B. A. B. Y. If you entered the code correctly the screen will shoke. and all levels will be available

Master Cheat: Pause the game, press and hold L. an then press Start, A. White, Up, Right, Down, A. Y. B. A. B. Y. If you entered the code 4 correctly, the screen will stake. Quit the rame, and at the Main Menu, select Options At the Options menu, choose Cheers, and at the Cheats screen, highlight the cheat you want to actnote







At the main menu, select Options, and at the Options menu, select Code Setup. Then, enter any of the following codes to unlock the corresponding cheer. If you entered the code correctly, the name of the cheer will appear

Director Mode:	DIRECTOR	
Hidden Picture:	SIMON	
pr pr Mode:	JARJAR	
No HUD:	NORIUD	
View Character Sketches:	HEROES	
View Credits:	CREDITS	
View Planet Sketches:	PLANETS	





HALF-LIFE Infinite Ammo, Xen Gravity, and More







At the main menu, choose Options, and at the Options menu, select Chron Codes. Enter any of the following codes to unlock the corresponding cheat If you entered the code correctly, the name of the cheat will appear Allen Mode: Press Up, A, Up, A, Up, A, Up, A

Infinite Ammo: Press Down, X. Left, O. Down, X. Left, O. Invincibility: Press Left, C. Up, A. Right, O. Down, X. Invisibility: Press Left, C., Right, C., Left, C., Right, C.

Slow Motion: Press Right, \square , Up, \triangle , Right, \square , Up, \triangle . Xen Grants: Press Up, △, Down, ×, Up, △, Down, ×

EXTREME 03 All Tracks, Infinite Shield, and More





Pruse the game, then enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen

All Tracks: Press L, L, R, R, Z, Z, simultaneously press L, R, and Z. Double Prize Money: Press L. R. Z. L. R. Z. simultaneously press L. and R.

Extreme Lap Challenge: Press L, R, L, R, L, R, Z, simultaneously press L and R. Infinite Ammunition: Press L, R, L, R, simultaneously press L and R,

press Z Infinite Shield: Simultaneously press L and R, press Z, simultaneously press L and R. press Z.

STAR WARS EPISODE I: JEDI POWER BATTLES Unlock Darth Maul and Levels with Mace Windu









At the main monu, select Resume Game, and then enter any of the following codes to unlock the following cheats. If you entered the code correctly, the box below the alphabet will read "Valid,"

Unjock Level 4: VCIMBPY Unlock Level 5 Unlock Level & VCLOBYE

Note. You must choose Mace Windu to play the unlocked levels

CRAZY TAXI

Disable Arrow Indicator and Destination Indicator, and Expert Mc

ARCADE





Disable Arrow Indicator: At the Mode Selection screen, choose either Arcade

or Original game mode. At the time limit selection screen, simultaneously press and hold R and Start. Continue to hold the buttons until the character select screen appears. If done correctly, "no arrows" will appear at the bottom-left corner of the screen.

Disable Destination Indicator: At the Mode Selection screen, choose either Arcade or Original game mode. At the time limit selection screen, simultaneously press and hold L and Start. Continue to hold the buttons until the character select screen appears. If done correctly, "no destination mark" will appear at the bottom-left corner of the screen.

Expert Mode: At the Mode Selection screen, choose either Arcade or Original game mode. At the time limit selection screen, simultaneously press and hold L, R, and Start. Continue to hold the buttons until the character select streen appears. If done correctly, "expert" will appear at the bottom-left corner of the screen

Nick Smith-Milford, CT

THE SIMPSONS ROAD RAGE Holiday Characters









Turn on the PS2 without a game disc. At the start-up menu, select System Configuration, At the System Configuration screen, choose Clock Adjustment. Set the month and day to the following dates, then press X. Return to the start-up menu and insert the game disc. Start a game, and the appropriate holiday character will be available.

vistmis Apu:	
loween Bart:	
ew Year's Krusty	



AMPEN- FREESTYLE SNOWBOARDING









At the Main Menu, select Options, and at the Options Menu, choose Chests. Enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the code you entered will disappear.

ChillinuSteezy

Note Passwards are assessmentive. Go Faster: Zipeter Jumps Land Perfect Super lump: MegaLeg

Unlock Steezy GRADIUS GALAXIES

All Weapons and Suicide Code





Pause the game, then enter the following codes to unlock these cheats. If you entered the code correctly, the chest will automatically activate.

All Wespons: Press Up, Up, Down, Down, L, R, L, R, B, A, Suidde Code: Press Up, Up, Down, Down, Left, Right, Left, Right, B. A.

BATMAN VENGEANGE Infinite Batarangs





At the main menu, press L, R, Y, X. If you entered the code correctly, you'll hear a sound. Start a game, and you will have unlimited batarangs.

AZURIK: RISE OF PERATHIA Afro Mode, Invincibility, and More



During gameplay, enter any of the following codes to unlock these cheats. If you entered the code correctly, you'll hear a sound and the cheat will instantly take effect

Afro Mode: Press Down, Right, simultaneously press Black and White, simultaneously press R3 and L3, simultaneously press L

and R, press B, Y Big Head Mode: Press R3, R. Down, Un. A. Debug Camera Mode: Press R3, R, Down, Up, A.

Nate To ext Debug Cornero Mode, press Back Invincibility: Press X. Black, White, simultaneously press L and R.

simultaneously press R3 and L3. Save Anywhere: Press White, Up, Down, A. B. R3.

ECKS VS. SEVER Level Passwords







At the main menu, select Single-Player, and then select Password. Enter any of the following passwords to unlock the corresponding level. If you entered the password correctly, you will automatically begin that level. Edits Level 2

SEVERE

Ecks Level 4	BXCAVATE
Ecks Level 5:	EXCALIBUR
Edis Level 6	EXTORY
Ecks Level 7:	EXPIRE
Ecks Level 8	BEACT
Edis Level 9:	EXHALE
Edis Level 10 ^a	EXHUNE

Sever Level 4:	SAVANT	
Sever Level 5	SUPPER	
Sever Level 6c	SULPHER	
Sever Level 7	SERVE	

Sever Level 2:

Sover Level 8: Sover Level 9:	SECTHE	١
Sever Level 10.	SEVERANCE	

Sever Level 12

ALIENATORS: EVOLUTION CONTINUES







At the main menu, select Password, and at the Password screen, enter any of the following passwords to unlock the corresponding level. If you entered the

GLDKBKZF

code correctly, you'll automatically begin that level	
Level 2	HERREZROG
Level 3:	BHSZSKTC
Level 4:	REPSHERE
Level 5:	JLPFDKHB
Level 6:	imparkea
Level 7:	GLDKLKZB
Level 8	GLPKLKRB
Level 9	GLDTBEEY

DOCTOR ZHIVAGO Hidden Audio Tracks





On Disc 2, Special Features, so into Cast & Crew, You can access hidden sound byces for Omer Sharif and Geraldine Chaelin by highlighting the small microphone at the top of the first page of their respective Selected Film Highlights and pressing enter. Rod Steger and director David Lean's microphones appear on the second page of their biographies.

Skip Level





hold L and R, and then press A, B, A, A, B, B, B, A. If you entered the code correctly, you will automatically warp to another level Austin Smollwood-Crosby, TX

THE GOOFATHER COLLECTION





Note The following hidden features can all be found on the Bonus Moterats disc of The Godfather Collection. Dubbed Scenes: At the main menu, enter Set Up, and at the following screen.

Subtitle Selection, press Right, A globe should appear on the right side of the screen. Press enter and you can watch several scenes from the Godfother movies dubbed into various languages.

Hidden Making of Segment: At the main menu, enter Plimmakers, and then go into Mario Puzo. At Puzo's first biography page, press Left-when you do, Puzo's name in the upper-right corner turns red. Press enter, and you can watch a hidden making of segment regarding the screenplay

Hidden Soprangs Scene: At the main menu, enter Galleries, and then yo into DVD Credits. Keep entering Next at the bottom of the page until a Nidden scene from the Sopranos starts

James Coan Screen Test: At the main menu, enter The Family Tree, enter Santino (Sonny), and at the next page, enter Santino (Sonny) again. At the screen with two pictures of Sonny, press Left and one of the pictures turns gray-when it does, press enter. At the next screen, James Caan, press Left, and then press enter when Casn's picture turns gray. You can then watch a hidden screen test.

BISNEY'S ATLANTIS: THE LOST EMPIRE

Level Passwords MAINMENL









At the Main Menu, select Continue, At the Enter Password screen, enter any of the following passwords to unlock the corresponding level. If you entered the code correctly, you'll automatically begin at that level

evel 3:	BRZSGZDY
	BVMJFYLG

NHL HITZ 20-02 Big Head Player, Infinite Turbo, and More





Start a game in Exhibition or Championship mode, and at the VS screen, or ter the following button presses to activate these cheats:

Always Big Hits: Press B, B, Y, Y, Y, X, X, X, X, Down. Big Head Player: Press B. B. Right.

Big Head Team: Press B. B. Y. Y. Left. Big Puck: Press B. Y. Y. X. Up. Bulldozer Puck: Press B, B, Y, X, X, Left.

Domino Effect: Press Y, X, X, Right. First to Seven Wins: Press B. B. B. Y. Y. X. X. X. Left Hitz Time: Press B. X. X. X. X. Right.

Huge Head Player: Press B, B, B, Right Huge Head Team: Press B, B, B, Y, Y, Y, Left.

Huge Puck: Press B. B. B. Y. Y. X. Un. Ignore Last Code: Press Y. Down.

Infinite Turbo: Press B. B. B. B. Y. X. X. X. Right. Input More Codes: Press B, B, B, Y, Y, Y, X, X, X, Right. Note: The above code keeps the VS screen on for a larger period of time

Late Hits: Press B, B, B, Y, Y, X, Down. No Crowd: Pross R. B. Y. Right

No Feke Shots: Press B. B. B. B. Y. Y. X. X. X. X. Down

No One Timers: Press B. B. Y. X. X. X. Left. No Puck Out of Play: Press B, Y, X, Down

Pinball Boards: Press B, B, B, B, Y, Y, X, X, X, Right. Rain: Press R. Y. Y. Y. Y. X. Left.

Show Hot Spot: Press B. B. X. Un. Show Shot Speed: Press B. X. Up.

Snow: Press B, Y, Y, X, Left. Tennis Rail: Press R. Y.Y.Y.X. X. Down Turbo Boost: Press X. X. Up

Win Fights for Goals: Press B. B. X. X. Left.

ARCTIC THUNDER Invisible Riders, No Power-Ups, and More

At the Mode Select screen, enter any of the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear. Cones: Press LI, L2, L2, O, LI, O, Start. Invisible Riders: Press 🗆, O, 🗆, R2, O, O, Start. No Power-Ups: Press [], [], (), [], R2, [], Start. Super Boost: Press O. L.I. ... R2, ... L2, Start.

NHL HITZ 20-02

Huge Puck, Pinball Boards, and More

Start a same in Exhibition or Championship mode, and at the VS screen, enter the following button presses to activate these cheats:

Bly Head Player: Press X, X, Right.

Big Heed Team: Press X, X, Y, Y, Left.

Bio Puck: Press X. Y. Y. B. Un. First to Seven Wins: Press X. X. X. Y. Y. B. B. B. Left.

Huge Head Pleyer: Press X, X, X, Right.

Huge Head Team: Press X, X, X, Y, Y, Y, Left.

Huge Pud: Press X, X, X, Y, Y, B, Up.

Infinite Turbo: Press X. X. X. X. Y. B. B. B. Right

Input More Codes: Press X. X. X. Y. Y. Y. B. B. B. Right. Note The above code keeps the VS screen on for a longer period of time.

Late Htts: Press X. X. X. Y. Y. B. Down. No Crowd: Press X, X, Y, Right

No Fake Shots: Press X, X, X, X, Y, Y, B, B, B, B, Down.

Pinball Boards: Press X, X, X, X, Y, Y, B, B, B, Right. Rain: Press X. Y. Y. Y. Y. B. Left.

Show Hot Spot: Press X. X. B. Uo Show Shot Speed: Press X. B. Up.

Snow: Press X, Y, Y, B, Left.

Tennis Balt: Press X, Y, Y, Y, B, B, Down. Turbo Boost: Press B. B. Un.

Win Fights for Goals: Press X. X. B. B. Left. ARCTIC THUNDER

All Roost Mode, Super Wheelie Mode, and More





At the Select Game Mode screen, enter the following codes to activate these cheats. If you entered the code correctly, the name of the cheat will appear All Boost Mode: Press Y, Black, Black, Y, R, Start

All Grappling Hook Mode: Press Y, Y, L, Y, Y, White, Start All Invisible Mode: Press X. Y. X. R. Y. Y. Start. All Missile Mode: Press X, X, X, White, Start.

All Rendom Powerup Mode: Press Black, R. X. Y. Black, R. Start. All Roost Mode: Press Black, R, L, White, X, Start.

All Snowbomb Mode: Press Y. Y. Black, R. Start Gone Mode: Press White, L. L. Y. White, Y. Start.

No Catchup Mode: Press Y. X. Y. Y. X. Start No Drones Mode: Press X. X. Y. Y. White. Black. Start.



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